MEGA-SIZED ISSUE! • £1.50 • No. 42 • January 6th 1995 • Britain's Official SEGA Comic • Every Fortnight

FREE MORE BADNIK SPOTTER CARDS!

Sonic the comic

EXTRA PAGES!
FABBO COMPOS!
SPECIAL STORIES!
MEGA PIN-UPS!
CHRISTMAS GOODIES!

WIN A VIP DAY OUT AT SONY PSYGNOSIS!

DANGER!
ROBOTNIK IN OWN STORY SHOCK!

PLUS ALL YOUR FESTIVE *STC* SUPERSTARS!

STC Archive

CONTROL Zone

Your online guide to the sensational world of Sega and Sonic The Comic. Hosted by Megadroid.

Welcome Screen

Hey, Boomers!

It's Christmas! Well, very nearly. While you count down the seconds to the Great Day itself, enjoy *STC's* second jam-packed, 48-page mega-sized issue. Strips, puzzles, pin-ups, two great compos and some special surprises (how did Robotnik sneak his own story into this issue?). Just think of it as an early Crimbo present from us to you.

Speaking of goodies, your second set of **Sonic's Badnik Spotter Cards** are free with this issue. Got all 12? Good. To collect them into a neat pile carefully remove them from the main card by pushing gently round the perforations. Neatness freaks can trim off the rough edges by carefully cutting round the black border line in the front of the cards. Presto, Series 1.0 is complete! If you want to see more **Badnik Spotter Cards** write and let us know.

Next issue *STC* reverts to its regular 32-page size but packed with more excitement than ever. The good news - it's still only £1.15.

So, as Santa's sleigh draws nearer and nearer, I'll just say

HAVE A VERY MERRY CHRISTMAS AND AN STC-FILLED NEW YEAR!

Megadroid

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You want more? You got it! In this, the second mega *STC* issue. More strips, more fun, more surprises! Here's a taste of the festive delights awaiting you.

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The Sega Charts

All the chart action for all the Sega systems - in every issue of STC.

up · down · non mover · re-entry · new entry

ELSPA CHARTS COMPILED BY GALLUP

MEGA DRIVE

1 — SONIC AND KNUCKLES
2 — URBAN STRIKE
3 ▲ SONIC THE HEDGEHOG 2
4 ▲ SONIC THE HEDGEHOG
5 ● THE LION KING
6 — FIFA INTERNATIONAL SOCCER
7 ▼ MORTAL KOMBAT 2
8 ▼ SONIC THE HEDGEHOG 3
9 ▲ ROBOCOP V TERMINATOR
10 ● MICKEY MANIA

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2 ▲ MICKEY MANIA
3 ▲ FIFA INTERNATIONAL SOCCER
4 ▼ SONIC CD
5 ▲ SEWER SHARK
6 ▲ TOMCAT ALLEY
7 ▲ THUNDERHAWK
8 ▼ ECCO THE DOLPHIN
9 ▲ ROAD AVENGER
10 ▼ SILPHEED

MASTER SYSTEM

1 — SONIC THE HEDGEHOG 2
2 — JUNGLE BOOK
3 ▲ ALADDIN
4 ▼ SONIC CHAOS
5 ▲ DESERT SPEED TRAP
6 ▲ MICKEY MOUSE 2
7 ▲ SONIC THE HEDGEHOG
8 ▲ COOL SPOT
9 ▼ ROBOCOP V TERMINATOR
10 ▲ TAZMANIA

GAME GEAR

1 — SONIC THE HEDGEHOG 2
2 — SONIC THE HEDGEHOG
3 ▲ MICKEY MOUSE 2
4 ▲ MORTAL KOMBAT 2
5 ▲ ALADDIN
6 ▼ ECCO THE DOLPHIN
7 ▼ JUNGLE BOOK
8 ▲ COOL SPOT
9 ▼ SONIC CHAOS
10 ▲ SHINOBI 2

● **Managing Editor:** Richard Burton
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● **Cover:** Carl Flint
● **Publisher:** Rob McMenemy

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SONIC THE HEDGEHOG

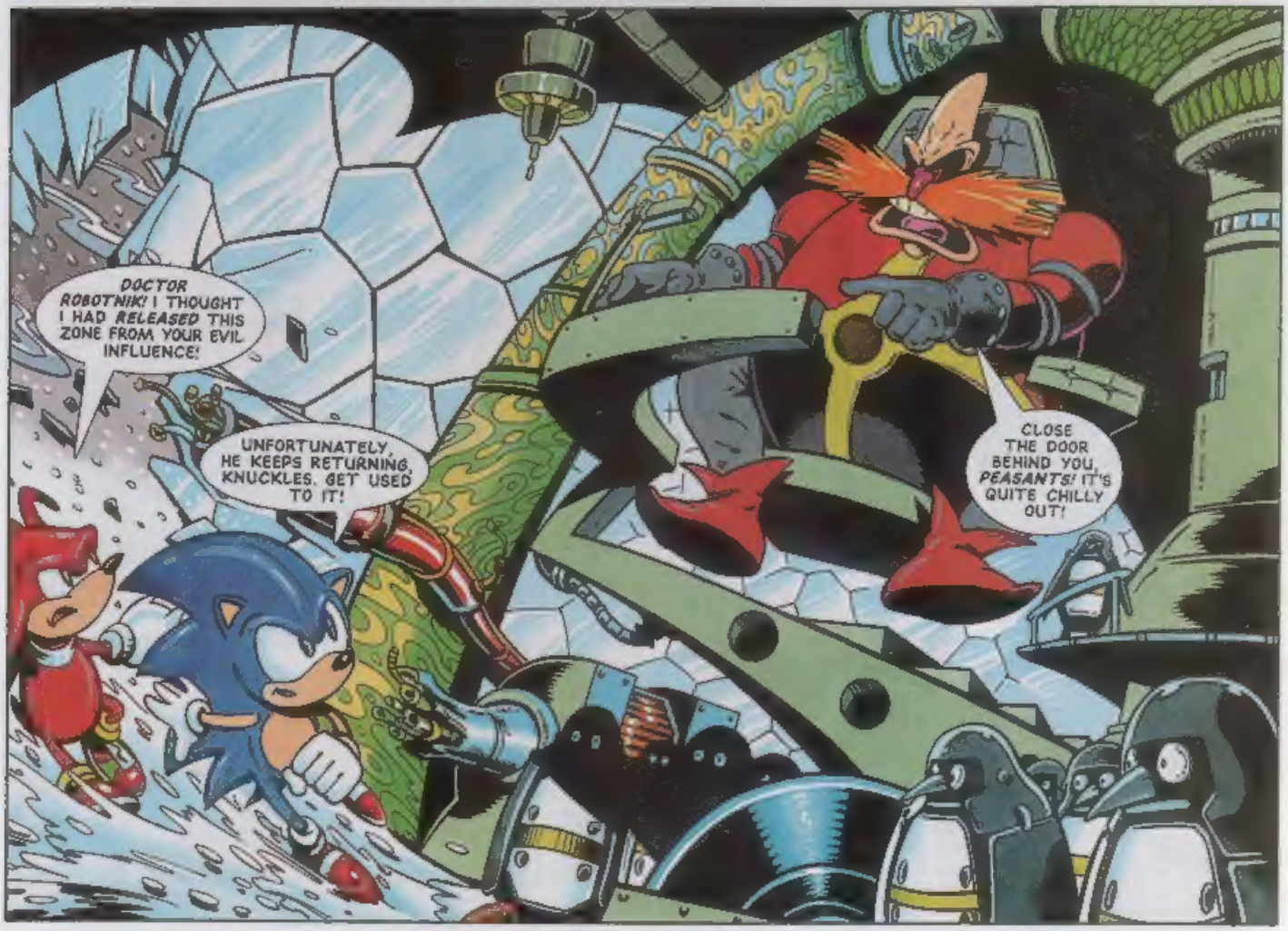
Ice Cap Attack PART 2

Script: Lew Stringer
Art: M. Hadley & J. Burns
Lettering: Steve Potter

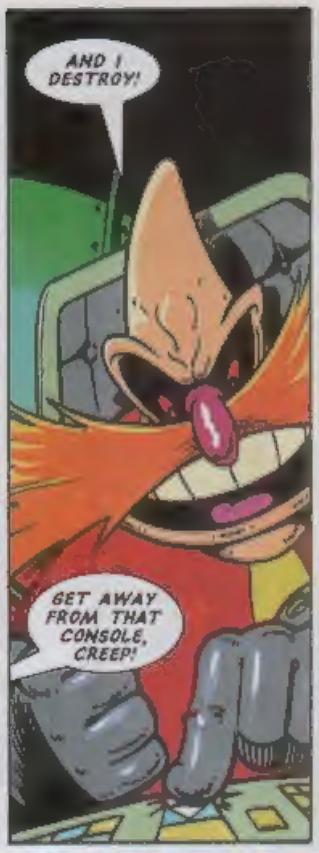
NO VISIBLE ENTRANCE! I GUESS WE MAKE OUR OWN!
NO PROBLEM! I CAN TUNNEL BENEATH IT AND–

–IT'LL TAKE AGES! STAND ASIDE, BUDDY! MY WAY IS FASTER!

BDASHH!
NEED I SAY MORE?


DOCTOR ROBOTNIK! I THOUGHT I HAD RELEASED THIS ZONE FROM YOUR EVIL INFLUENCE!
UNFORTUNATELY, HE KEEPS RETURNING, KNUCKLES. GET USED TO IT!
CLOSE THE DOOR BEHIND YOU, PEASANTS! IT'S QUITE CHILLY OUT!

YOU'RE PLAYING IT COOL! TRYING TO COMPETE WITH ME?
I DON'T NEED TO COMPETE...I CONQUER!


AND I DESTROY!
GET AWAY FROM THAT CONSOLE, CREEP!

I ADVISE YOU NOT TO MOVE, UNLESS YOU WISH TO BE BURNT TO A CRISP, HEDGE-HOG! WITH ANY LUCK THAT IS WHAT I'M HOPING YOU'LL TRY OF COURSE!
MERRY CHRISTMAS TO YOU TOO, EGG-BREATH!

AGH! BURNT MY GLOVE! GUESS I'M A COOL DUDE IN A HOT SPOT!
FIZZZZZ
I KNEW IT WAS A MISTAKE TEAMING UP WITH YOU, SONIC! YOU ALWAYS BRING TROUBLE TO MY ISLAND!

CHILL OUT, KNUCKLES! I'LL FIGURE A WAY OUT OF THIS!
HEH,HEH! WISHFUL THINKING. IT AMUSES ME TO SEE YOU'RE JUST AS ARROGANT EVEN TO THE END!

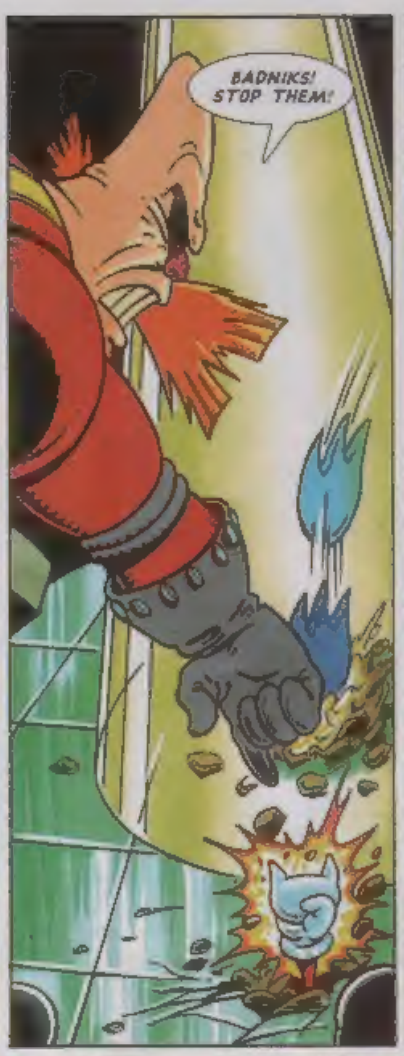
WHAT'RE YOU GONNA DO? *BORE* US TO DEATH WITH DETAILS OF SOME GREAT "MASTER PLAN" OF YOURS?
EH, YOU MUST BE REFERRING TO MY NEW *INTER-ZONE* TECHNOLOGY, THAT YOU CAME HERE TO DESTROY!

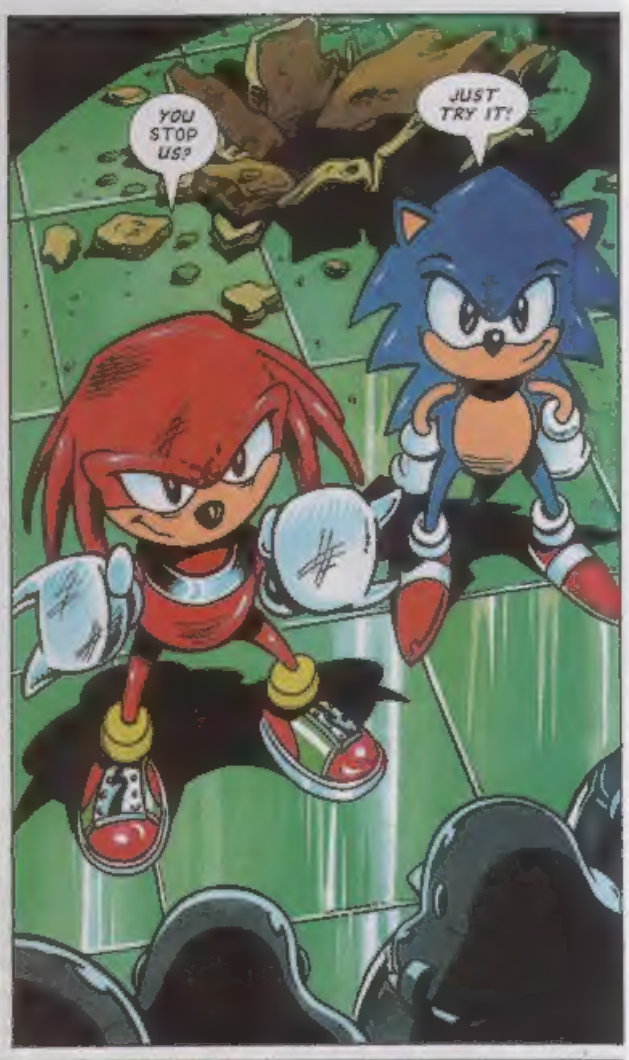
CRRACKKLE!
BEHOLD, MY GREATEST ACHIEVEMENT! A GATEWAY BETWEEN ZONES! PERFECT FOR INSTANT INVASIONS BY MY BEAUTIFUL BADNIKS! A *SHORT-CUT TO SLAVERY* YOU MIGHT SAY!
...MY SHORT-CUT... YOUR SLAVERY OF COURSE!
YOU DARE TO USE THE ICE CAP ZONE FOR YOUR EVIL MECHINATIONS!

"...IMAGINE THE FUTURE... ARMIES OF BADNIKS POURING THROUGH GATEWAYS SUCH AS THIS TO OUTNUMBER ANY RESISTANCE! I WOULD BE UNSTOPPABLE!"

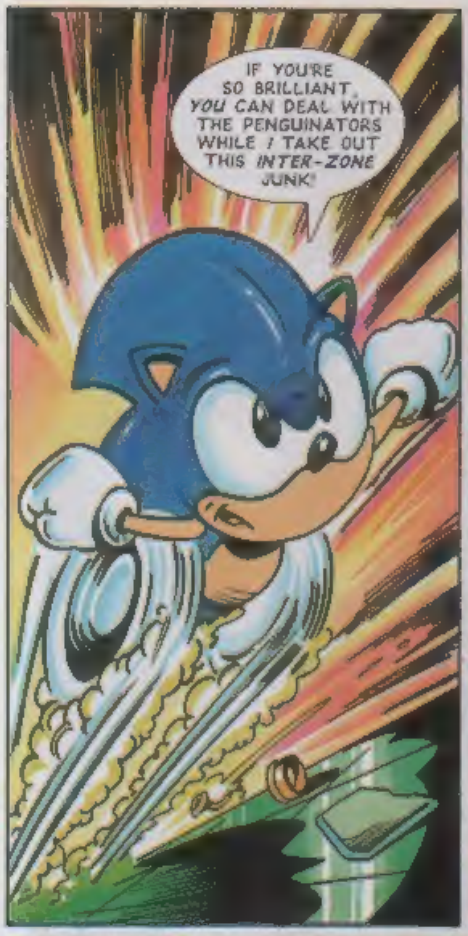
I'LL FIND A WAY OUT OF THIS TO STOP YOU, ROBOTNIK! I ALWAYS DO!
I THINK I'VE ALREADY *FOUND* A WAY OUT, SONIC...

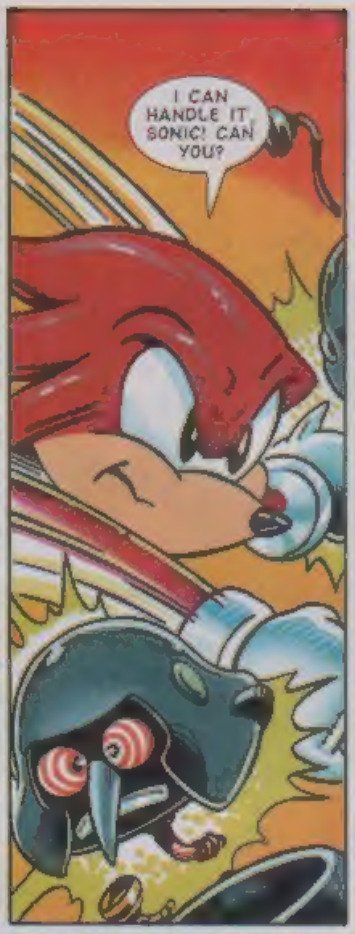
...AND I'M JUST THE GUY FOR THE JOB!
GUESS THEY DON'T CALL YOU KNUCKLES FOR NOTHING!


BADNIKS! STOP THEM!


YOU STOP US?
JUST TRY IT!

JUST BECAUSE I MANAGED TO SET US FREE, DOESN'T GIVE YOU CAUSE TO LOOK SO MIFFED! HEH, HEH, HEH!
TWACKK!
BOOP!
DON'T PUSH IT, ECHIDNA!


IF YOU'RE SO BRILLIANT, *YOU* CAN DEAL WITH THE PENGUINATORS WHILE *I* TAKE OUT THIS *INTER-ZONE* JUNK!


I CAN HANDLE IT, SONIC! CAN YOU?

BWHAMMMMM!
DOES *THIS* ANSWER YOUR QUESTION, DUDE?

ROBOTNIK IS ESCAPING!
LET HIM GO! HELP ME GET THESE GUYS THROUGH THE GATE-WAY BACK TO MOBIUS BEFORE IT'S TOO LATE!

EVERY-ONE THROUGH? COOL!

MERRY CHRISTMAS, EVERYONE!

...EVERYONE EXCEPT EGG-SHAPED BAD GUYS, THAT IS!

The End

NEXT ISSUE: THE BRIDGE OF DOOM!

REVIEW Zone

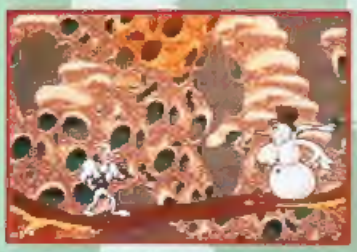
Enter the zone that brings you reviews of all the new releases for the Sega game systems. Reviewers this issue: *Jenny Fromer, David Gibbon & Nick Protz.*

RATING SYSTEM
under 40% = Yawnsville
40 - 70% = Normalsville
70 - 80% = Fun City
80 - 90% = Big Time City
Over 90% = Mega City

EARTHWORM JIM

MD Mega Drive

game type: PLATFORM
1 PLAYER



Ace programmer David Perry has released the first game through his own company, Shiny Entertainment. The game is based on a worm called Jim (no!) who discovers a suit which gives him the ability to run, jump, fire a gun, power himself as a rotor blade and more besides!

Earthworm Jim is an off-beat, original game. Each level features beautifully drawn graphics with over 50 detailed scrolling backgrounds. The characters are superbly animated and very agile. Jim is possibly the most versatile character seen to date in a video game (how many characters pull their head off to use as a whip?). Leave him standing for a while and you're treated to comedy routines ranging from him accidentally shooting himself to his eyes popping out after his trousers have fallen down!

Earthworm Jim is a tough game, but a definite winner. Watch out for Jimbo, he's set to become a Mega Drive mega-star! - DG

FAST FAX

PUBLISHER: VIRGIN
PRICE: £44.99

GRAPHICS 94
SOUND 92
PLAYABILITY 92

RAVES: Mad-cap platformer with stacks of innovative ideas.
GRAVES: A tough game to crack.

OVERALL 94%

POWER RANGERS

MD Mega Drive

game type: BEAT 'EM-UP
1-2 PLAYERS

A game that began life as a TV show, the **Power Rangers** are a group of hip schoolchildren, well versed in martial arts, who band together to take on the evil Rita Repulsa in her bid to capture the planet. Fortunately for the Rangers, they have special powers, including the ability to come together to form the mighty Megazord. All of this helps as Rita's evil henchmen increase in strength.

Given the plot, it comes as no surprise that on the Mega Drive format **Power Rangers** is a beat 'em-up. Individual Rangers, or the united Megazord work their way through Rita's goon squad. Alternately, you can opt for the two-player mode and take on your friends, choosing from the 12 fighters on offer.

Whilst **Power Rangers** is a pretty standard beat 'em-up fare with no real twists on the format, it basically only uses the pad and two buttons to operate. This makes it a pretty good introduction to the beat 'em up for younger players or beginners. That said, it can be a bit of a struggle to successfully pull off the special moves available.

On the down side, **Power Rangers** doesn't have much else to offer. The entire package amounts to a pretty average game, with average sound and graphics. However, if you like the TV show, all the important elements are present here, including an early battle to bring the straying green Ranger back on side. - NP

FAST FAX

PUBLISHER: SEGA
PRICE: £39.99

GRAPHICS 60
SOUND 58
PLAYABILITY 63

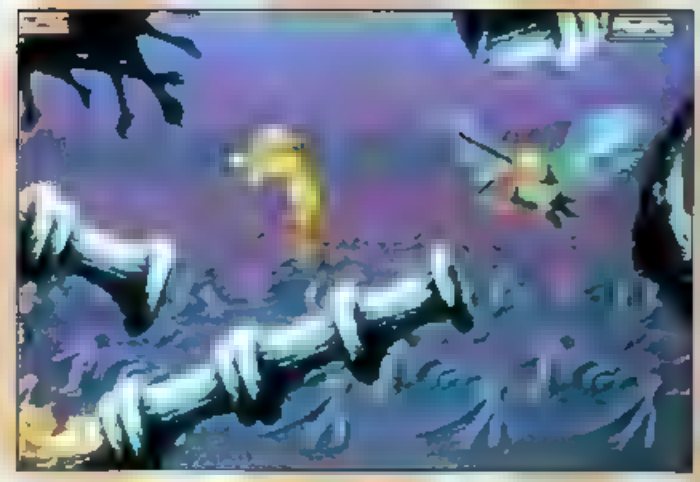
RAVES: Good introduction to the format.
GRAVES: Too basic.

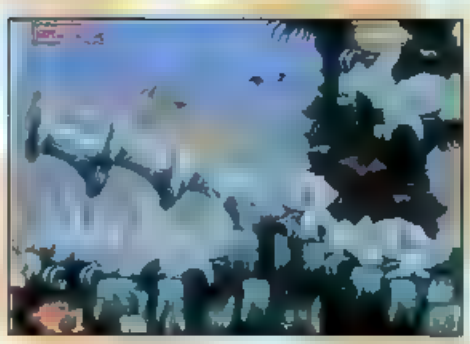
OVERALL 59%

THE LION KING

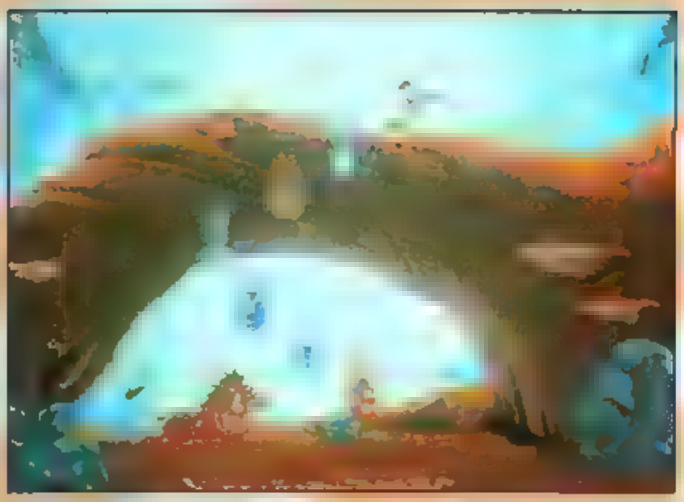
Mega Drive

game type: PLATFORM
1 PLAYER





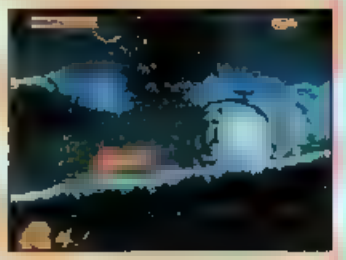
Based on this year's hit film, **The Lion King** is the story of Simba and his transition from lion cub to lion prince. Each level of the game represents a stage in his journey through life. This includes his exile in the wilderness to his eventual confrontation with his evil uncle Scar, to prove which of them is worthy to rule the Pridelands.

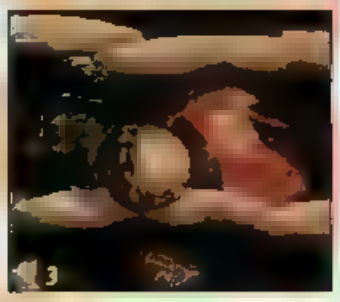


As in *Aladdin* and *Jungle Book*, the animation here is superb, with incredible attention to detail resulting in remarkably fluid gameplay. **The Lion King** is the most impressive so far, both in its look and in the effective transfer of the story to the console format. The Stampede level, where Simba has to contend with bolting wildebeests, captures much of the intensity of the film.

The Lion King packs a lot of extras into the format with challenging puzzles and some really creative friends and foes along the way. Best yet is the novelty feature of seeing Simba actually develop from cub to full-grown lion as the game proceeds. The moves start off basic with Simba pouncing on enemies, but later being able to slash and maul as an adult. He can also use his roar to combat enemies, which is increasingly effective as he grows older.

Overall, **The Lion King** is a highly satisfying game with a great soundtrack that includes samples from the original score. It's a game which is both a joy to look at and fun to play. - JF





FAST TAX

PUBLISHER DISNEY/VIRGIN
PRICE £34.99

GRAPHICS 90

SOUND

PLAYABILITY

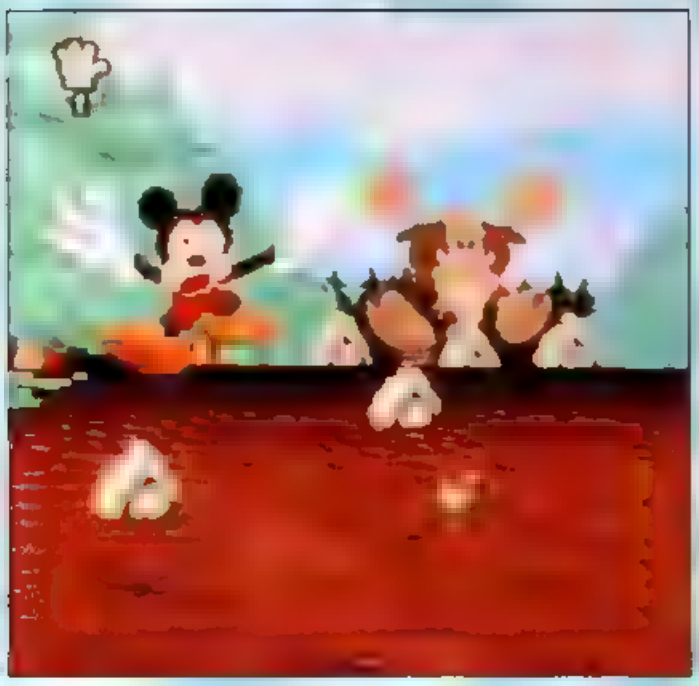
RAVES : GRAVES

OVERALL 90%

MICKEY MANIA: THE TIMELESS ADVENTURES

game type: ARCADE ACTION
1 PLAYER

Mega Drive



The most famous of all Disney characters, Mickey Mouse celebrated his 65th birthday last year. As a tribute, Sony decided to produce a video game based on Mickey's history. Although it has taken over a year to develop, the final product is outstanding

Mickey Mania: The Timeless Adventures is divided into six animation shorts, each representing a major event in Mickey's career; his first appearance, first speaking role and the advent of Mickey in colour. Played over a total of 25 levels, the attention to detail is very impressive. For example, the first level is based on Mickey's first cartoon, 'Steamboat Willie,' authentically played in black and white, appearing like it's real counterpart which was made in 1928.

Gameplay is simple enough for the very young, yet still provides a challenge for the most experienced gamer. In addition to the usual left-to-right platform action where Mickey throws marbles or jumps on baddies' heads, two 'new' game engines are included. One has Mickey walking around a 360 degree rotating tower, while the other is an innovative 'coming-at-you' 3D stage in which Mickey is chased by a moose along fast-moving ground. Both add that special 'jaw-dropping' factor to the game.

Graphically, **Mickey Mania** is on a par with *Aladdin* and *Jungle Book*. Every one from Mickey and Pluto (who assists Mickey through the later levels) to the way the baddies move is totally flawless and comparable to a Walt Disney feature film. Praise indeed! - DG.

FAST FAX

PUBLISHER	PRICE
SONY IMAGESOFT	£44.99

GRAPHICS

SOUND

PLAYABILITY

RAVES

GRAVES

OVERALL 91%

NIGHT IN THE CITY
POLICE DEPARTMENT

WITH THESE KINDA ODDS HOW CAN YOU LOSE ?
SOUNDS GOOD TO ME

HOW ABOUT YOU FEROCCIO ?

NOT FEROCCIO HE SN'T Y'KNOW ONE OF THE GUYS

STREETS OF RAGE

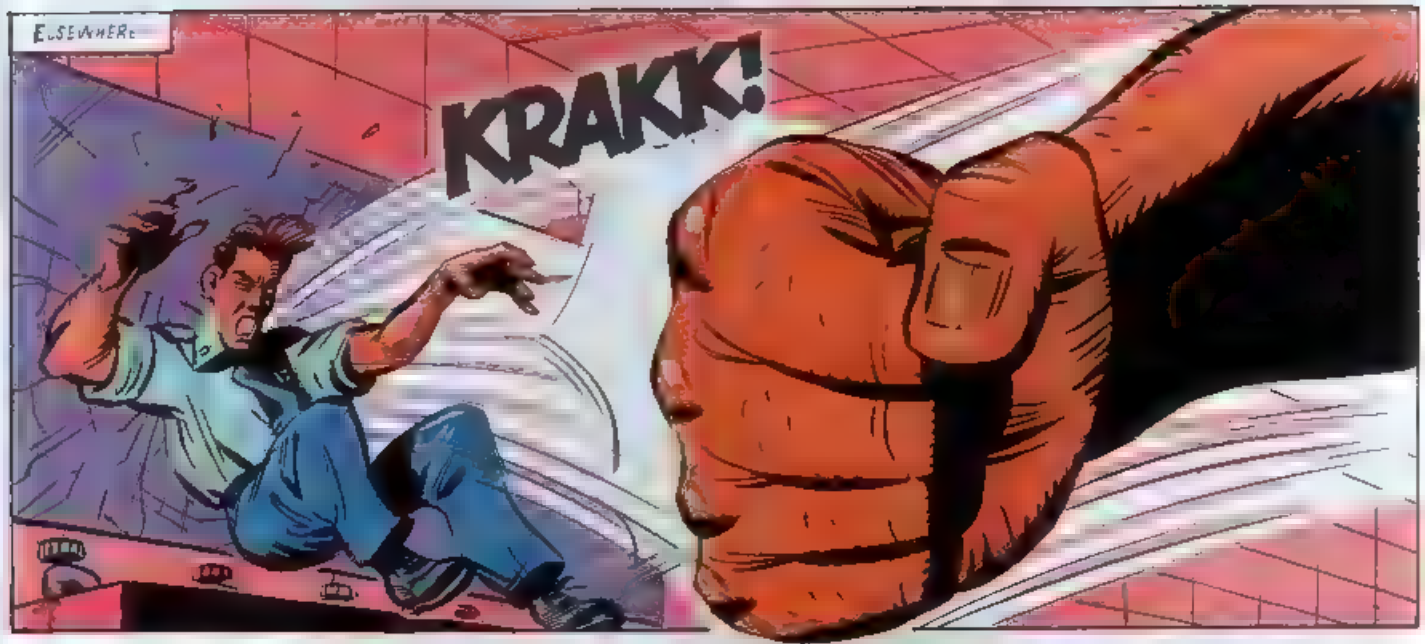
THE ONLY GAME IN TOWN

PART 2

Scripts Nigel Batchelor
Art Peter Richardson Lettering Tom Frame

HE'S MINE GIVE ME SOME ROOM!
YOU GOT IT BLAZE
UNGGH!
Y'KNOW, I COULD EASILY SNAP YOUR VERTEBRAE IF I WANTED TO
KRKK!
NHKK!
OR I COULD FRACTURE YOUR SKULL
THUDD!
BUT I WON'T THIS IS JUST A LITTLE DEMONSTRATION FOR YOUR FRIENDS
WITH A BIT OF LUCK IT MIGHT DISCOURAGE SOME OF THEM
YOU DOPE! THIS ISN'T THE WAY MR X WANTS IT!

THIS MAKES NO SENSE THEY SHOULD HAVE TORN US APART BY NOW
THEY'RE PLANNING SOMETHING AND IT'S NOT GOING TO BE PRETTY!
NOT MUCH WE CAN DO ABOUT IT TOO MANY OF THEM
WE CAN DO SOMETHING ALL RIGHT MAX WE CAN ATTACK THEM NOW. GET THEM SO MAD THAT THEY FORGET THEMSELVES
AT LEAST THEN IT'LL ALL BE OVER QUICKLY
DON'T GIVE ME THAT MACHO GARBAGE, AXEL! NOBODY'S COMMITTING SUICIDE
FINE HAVE IT YOUR OWN WAY YOU USUALLY DO!
HOLD IT, GUYS
SOMETHING'S GOING ON
THEY'RE PULLING BACK
DOES ALL THIS MAKE SENSE TO ANYONE?


ELSEWHERE
KRAKK!

OKAY. DAN LET'S TRY AGAIN
ALL RIGHT. ALL RIGHT I'LL TELL YOU!
IT'S THOSE COPS THE ONES WHO QUIT THE FORCE A WHILE BACK

WHAT ABOUT THEM ?
THEY RE ON FOOT DOWN BY THE EASTERN RIVER RIGHT IN THE MIDDLE OF GANG TERRITORY

MR X IS RUNNING A BOOK HE S TAKING BETS ON HOW FAR THEY'RE GOING TO GET BEFORE THE GANGS FINISH THEM
YOU CAN ST LL GET GOOD ODDS ON MAX HATCHET MAKING IT FOUR BLOCKS

YOU WON T GET AWAY WITH THIS FEROCCIO !
NO ? WHAT WILL YOUR BUDDIES THINK IF YOU TELL THEM YOU WERE BEATEN UP BY AN OLD MAN WITH A DODGY LEG ?

SAY. WHAT HAPPENED TO YOU ?
SLIPPED ON A BAR OF SOAP WHAT'S IT LOOK LIKE ?
NEXT ISSUE TOUGH ON THE STREETS

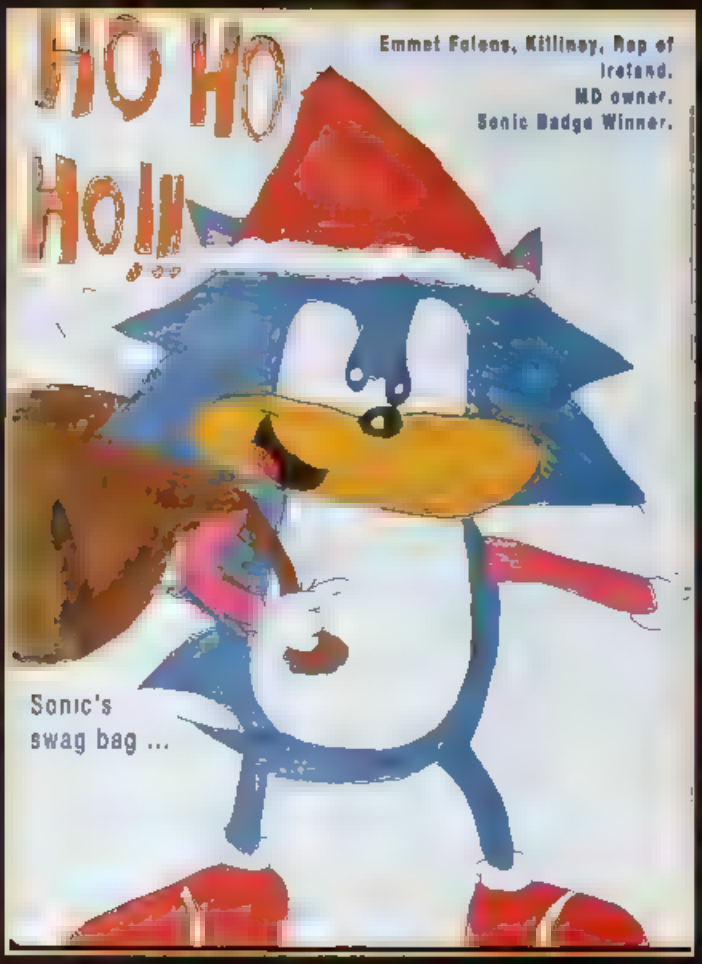
Graphic Zone

It's that baubley, bell-ringing time, Boomers! My circuits have been almost snowed under by the flood of festive art sent in by you Boomers. The chosen few will each receive an original, STC Badge, not seen since issue 2!

A Christmas Tail ...
Mark Lee, Bridgwater, Somerset. MD, MCD & MN owner. Sonic Badge Winner.

Ian Bowen, Shropshire. Sonic Badge Winner.

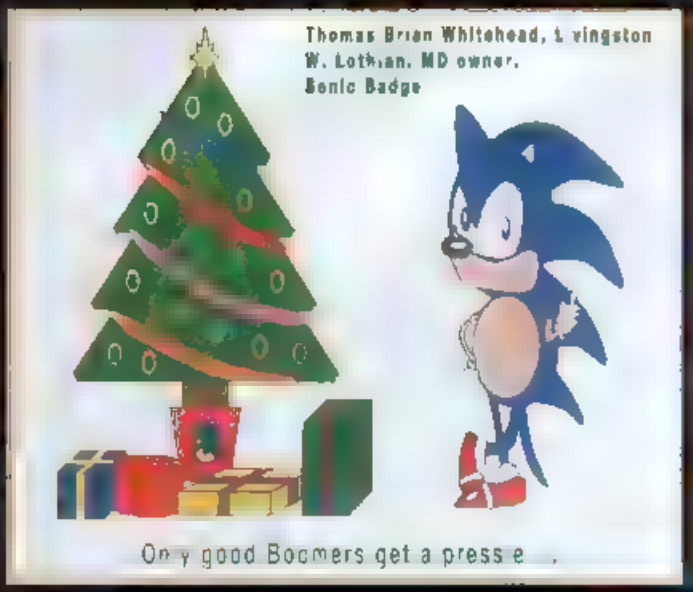
Martin Richmond, Armthorpe, Nr Doncaster. MD owner. Sonic Badge Winner.



Emmet Falons, Killiney, Rep of Ireland. MD owner. Sonic Badge Winner.

Sonic's swag bag ...

Sleigh aw-a-a-a-y



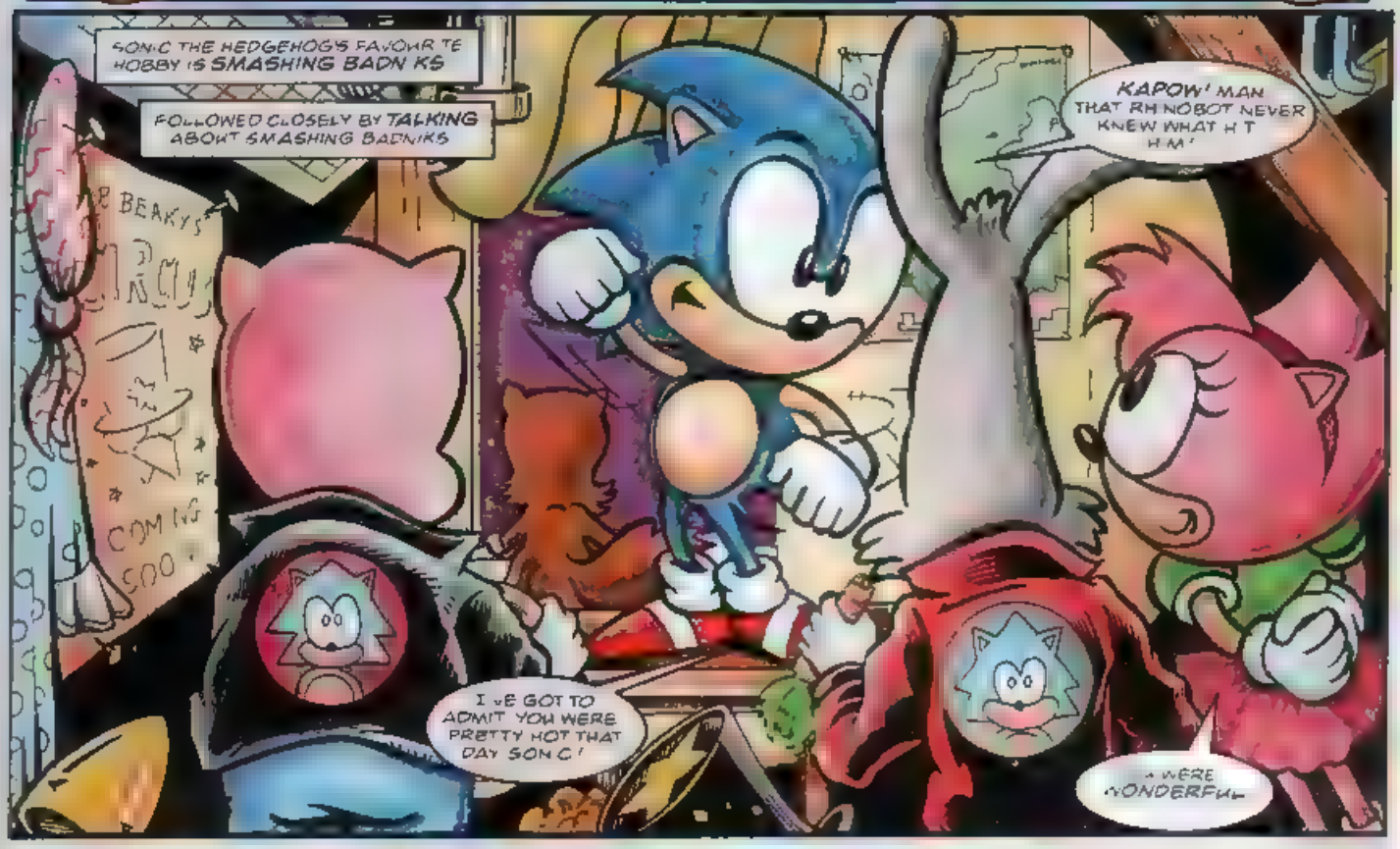
Thomas Brian Whitehead, Livingston W. Lothian. MD owner. Sonic Badge

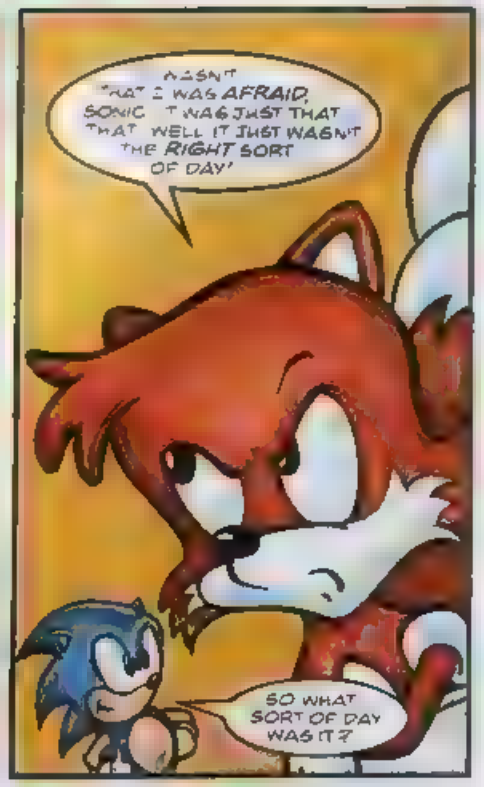
Only good Boomers get a pressie ...

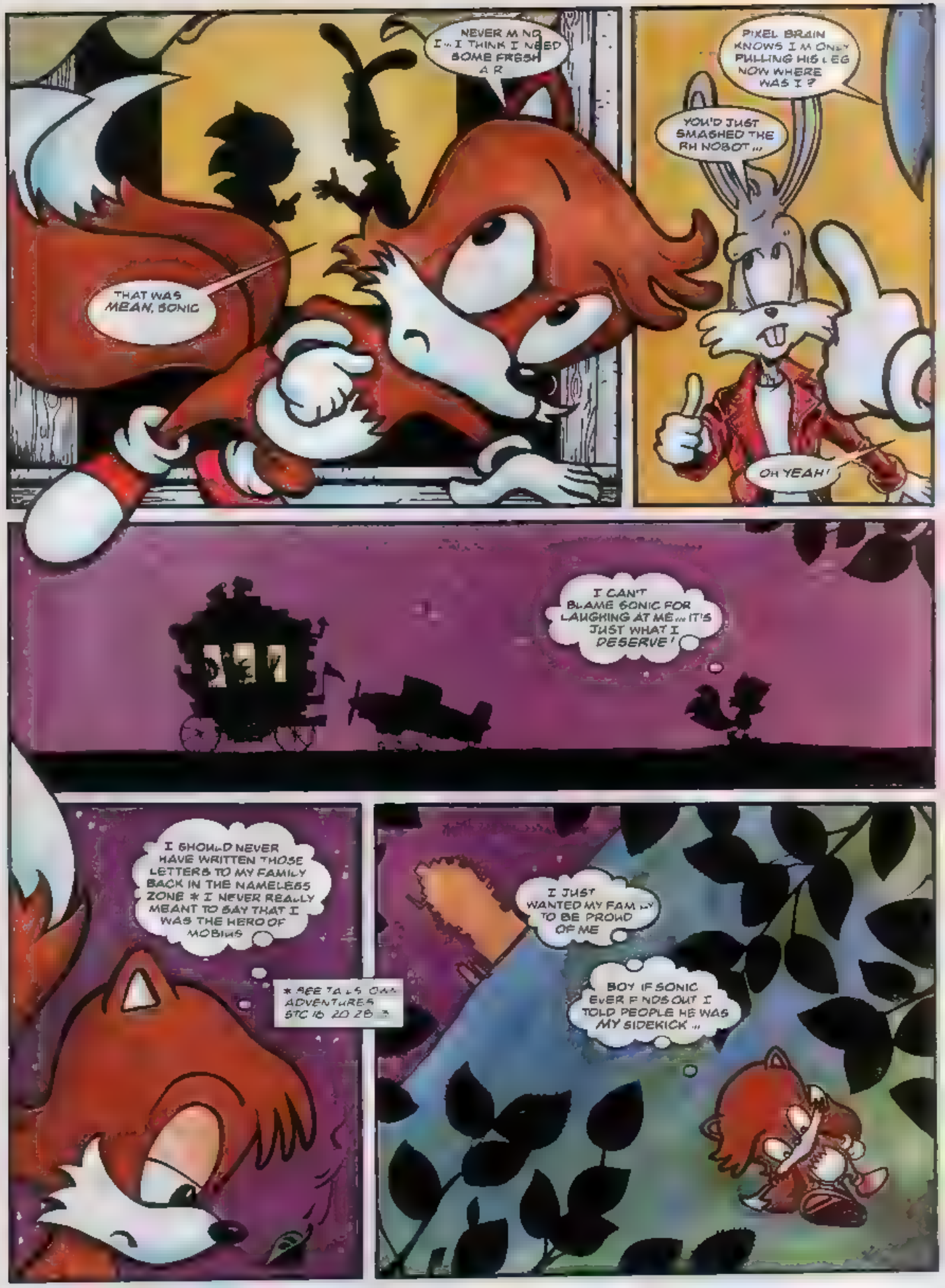
Tails Hero of Mobius

Complete Story

Script: Nigel Kitching
Art: Carl Flint
Lettering: Ellie de Ville






NEVER M NG I ... I THINK I NEED SOME FRESH A R
THAT WAS MEAN, SONIC
PIXEL BRAIN KNOWS I M ONLY PULLING HIS LEG NOW WHERE WAS I ?
YOU'D JUST SMASHED THE RH NOBOT ...
OH YEAH!
I CAN'T BLAME SONIC FOR LAUGHING AT ME ... IT'S JUST WHAT I DESERVE!
I SHOULD NEVER HAVE WRITTEN THOSE LETTERS TO MY FAMILY BACK IN THE NAMELESS ZONE * I NEVER REALLY MEANT TO SAY THAT I WAS THE HERO OF MOBIUS
* SEE TAILS OWN ADVENTURES STC 16 20 28
I JUST WANTED MY FAM LY TO BE PROUD OF ME
BOY IF SONIC EVER F NDS OUT I TOLD PEOPLE HE WAS MY SIDEKICK ...

I SUPPOSE I SHOULDN'T HAVE BEEN SURPRISED WHEN A PORTAL FROM MY HOME ZONE APPEARED...
"... BUT I WAS!"
MILES PROWER, WE HAVE COME FOR YOU!
"THE NEXT THING YOU KNOW I'M FIGHTING THE MONSTROUS TROGG
"IT WAS UP TO ME TO STOP HIM AND HIS BERSERKER ARMY FROM INVADING THE NAMELESS ZONE ACROSS THE MAGICAL DIMENSION BRIDGE
"I WON, BUT IT WAS A TOTAL FLUKE
"NOW EVERY TIME MY PEOPLE NEED A HERO THEY SEND THE PORTAL FOR ME"

HEY TAILS WE JUST LEARNED THAT THERE'S A BUILD-UP OF BADNIKS IN THE HILL TOP ZONE! WE COULD USE YOUR HELP
DO YOU WANT TO COME ALONG?
YOU BET I DO JOHNNY
THAT'S GREAT! BUT YOU'D BETTER HURRY WE LEAVE IN FIVE MINUTES!
MILES PROWER WE HAVE COME FOR YOU!
OH NO NOT NOW
I... I REALLY CAN'T COME NOT JUST AT THE MOMENT...
MILES THE NAMELESS ZONE NEEDS ITS CHAMPION NOW!
BUT I'M NEEDED HERE I CAN'T. I MEAN...
TEN MINUTES LATER
I JUST DON'T GET IT, SONIC TAILS SEEMED REALLY KEEN
KEEN TO HIDE BEHIND A ROCK SOMEWHERE YOU MEAN! TOLD YOU HE HAD A PIXEL LOOSE
WELL, WE CAN'T WAIT ANY LONGER, WE'LL JUST HAVE TO TELL TAILS ALL ABOUT IT WHEN WE GET BACK -- AS USUAL!
WHERE HAS TAILS GONE? KEEP WATCHING STC FOR HIS NEW ADVENTURES!

BOOMER BOGGLER!

WORDS TO FIND

ALADDIN	GAME GEAR	SATURN
BUBSY	LION KING	SEGA
ECCO	MARKO	SONIC THE COMIC
ELECTRONIC ARTS	MEGA CD	THUNDERHAWK
FIFA SOCCER	MEGA DRIVE	VIRTUA RACING

B	F	S	O	N	I	C	T	H	E	C	O	M	I	C	G	K	N	G	J
O	R	E	C	L	I	U	H	Y	Y	J	J	T	R	E	E	I	A	L	O
B	K	G	C	K	U	H	U	K	E	C	A	M	N	F	E	M	Y	Z	M
U	K	O	E	J	N	F	N	K	J	P	W	J	S	V	E	D	I	W	M
B	O	N	D	R	D	S	D	N	F	E	W	S	E	G	L	W	U	S	E
S	R	B	N	M	J	H	E	K	Y	F	B	X	E	L	E	I	K	G	F
Y	K	R	V	I	K	O	R	L	O	M	W	A	L	R	J	S	H	G	A
F	B	D	C	C	L	J	H	K	I	M	R	M	E	J	A	U	E	K	D
A	G	K	L	R	J	K	A	M	H	V	E	P	R	V	H	W	A	Z	R
N	N	L	K	O	L	O	W	L	K	B	D	G	L	S	C	A	Q	N	I
X	I	N	H	M	A	R	K	O	K	N	N	S	A	R	W	Q	I	J	V
Q	C	H	R	A	W	Y	H	B	D	I	J	T	C	C	F	D	J	U	E
Z	A	K	J	C	J	U	D	O	K	X	U	J	B	T	D	L	K	O	P
N	R	J	U	H	E	C	G	N	K	R	K	M	E	A	L	N	W	T	S
V	A	K	U	I	N	G	O	G	N	K	I	O	L	N	R	T	G	C	D
N	U	G	J	N	F	I	K	W	E	C	F	A	H	N	K	E	M	W	A
N	T	G	E	E	L	E	C	T	R	O	N	I	C	A	R	T	S	B	E
B	R	S	E	S	H	M	R	K	D	J	A	L	F	O	A	I	Z	Q	A
B	I	L	E	J	X	G	Q	A	M	E	T	J	G	I	S	B	Y	P	I
X	V	N	L	R	H	C	G	F	I	F	A	S	O	C	C	E	R	N	H

KNUCKLES

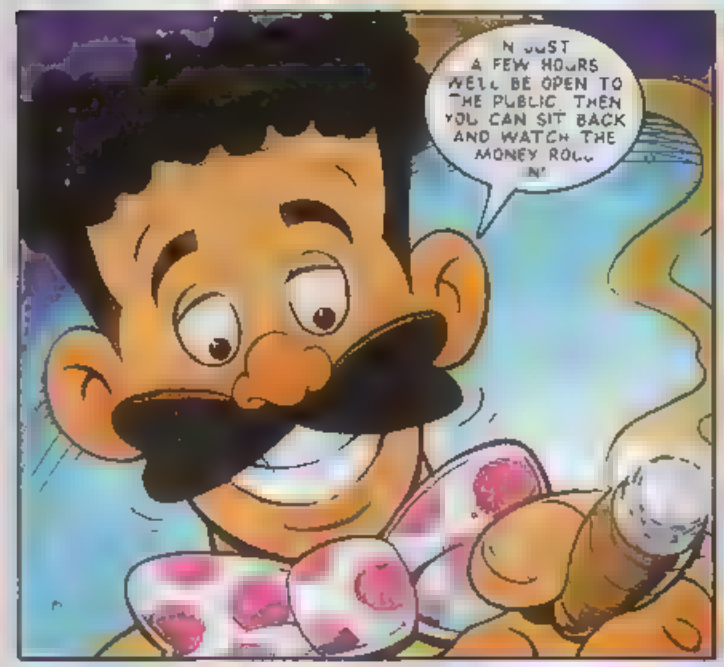
CARNIVAL NIGHT CONSPIRACY PART 2

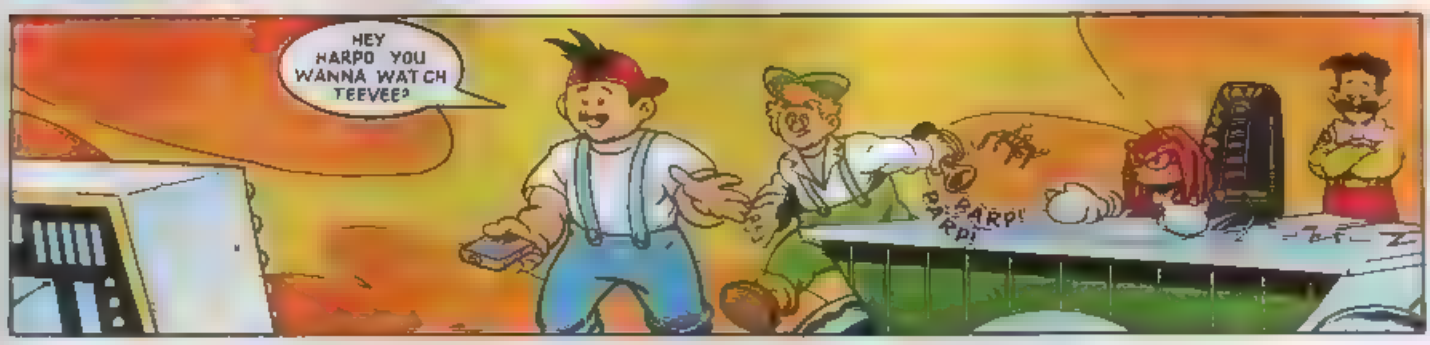
Script: Nigel Kitching Art: Richard Elson Lettering: Elitta Fell

KNUCKLES HAS AGREED TO LET THE CARNIVAL NIGHT ZONE REMAIN ON HIS FLOATING ISLAND IN RETURN THE MARXIO BROTHERS GIVE HIM A CUT OF THE PROFITS.

SO KNUCKLES. WHAT DO YOU THINK OF YOUR OFFICE?

HEY! HE'S-A GOT'TA TEEVEE





WHAT'S THE B G IDEA CH CIO? DO PAY YOU TO WATCH TV?
HUH! YOU DON'T-A PAY ME TO DO NOTHIN'
I KNOW IT'S A SHAME COS YOU DO IT SO WELL
LATER
BALTI BURG
TRY NG TO KILL-A L TTLE TIME BOSS.
WELL YOU SURE HAVE THE RIGHT WEAPON THAT WAS MURDER!
NOW WHAT
BZZZ— BZZZ—
KNUCKLES IS SUCH A SAP! WE'LL JUST WAIT T LL H S GUARD IS DOWN THEN T'S GOODN GHT ECH DNA'
THERE'S A NO PLACE LIKE THE CARNIVAL NIGHT A ZONE THERE'S-A NO
BADNIK PATROL, SIR KNUCKLES IS LEAVING THE ZONE!
MAMA MIA. DOCTOR ROBOTNIK WILL BE A REAL MAD MY MOMMA ALWAYS A SAY
CHICIO, WHAT'S WITH THE MUSICAL OUTBURST?
CHICIO YOUR MIND IS WANDERING AND THE LONGER IT STAYS AWAY THE BETTER!
OH, WE'VE GOT TO STOP KNUCKLES

AND SO

THERE HE IS!

NOT THEM AGAIN!

YOU ARE LEAVING THE CARNIVAL NIGHT ZONE. WE HOPE YOU ENJOYED YOUR VISIT.

EXIT

JUST GAVE YOU A SWELL OFFICE ALL TO YOURSELF

YOU REPAY ME BY TRYING TO LEAVE! SUCH POOR MANNERS.

MAY HAVE SAID THAT *YOU* CAN STAY ON THE FLOATING ISLAND, BUT *ROBOTNIK* STILL HAS HIS *LAUNCH BASE ZONE*

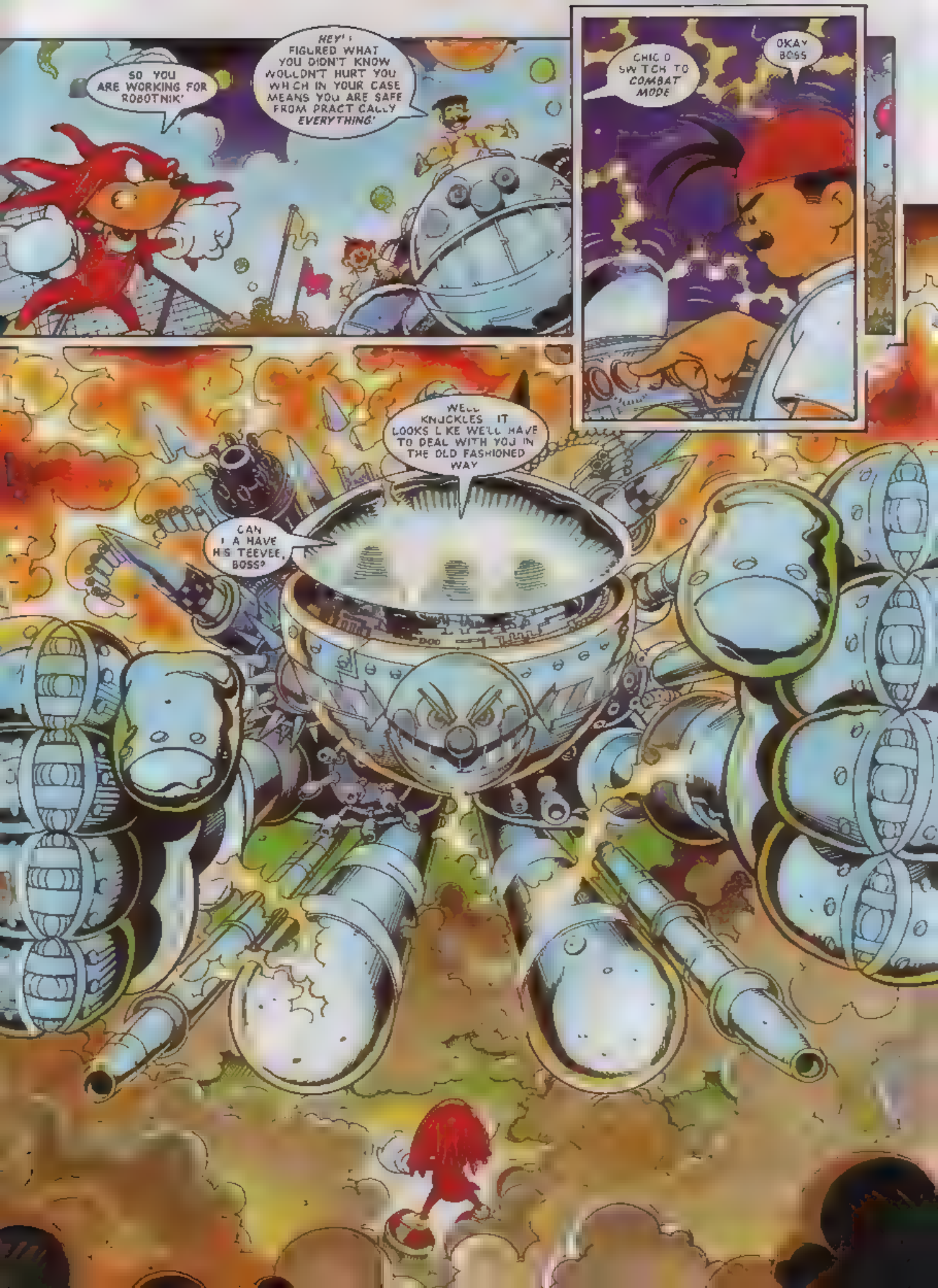
NOT FOR MUCH *LONGER* HE DOESN'T!

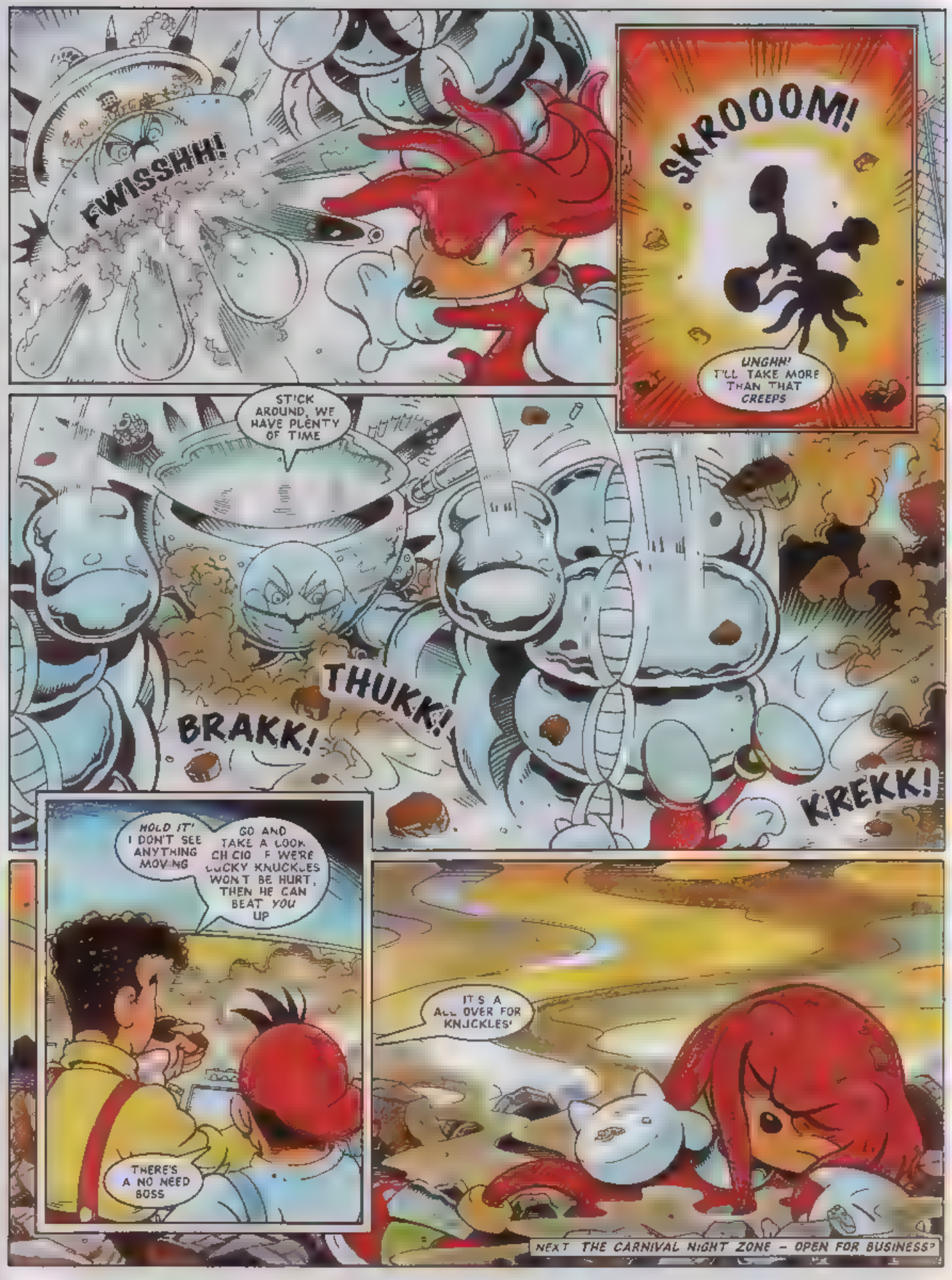
SAY IF YOU KICK A ROBOTNIK OUT, WHO'S A GONNA PAY THE RUNNING COSTS OF THE CARNIVAL NIGHT ZONE?

OOPS

ZZZZZ

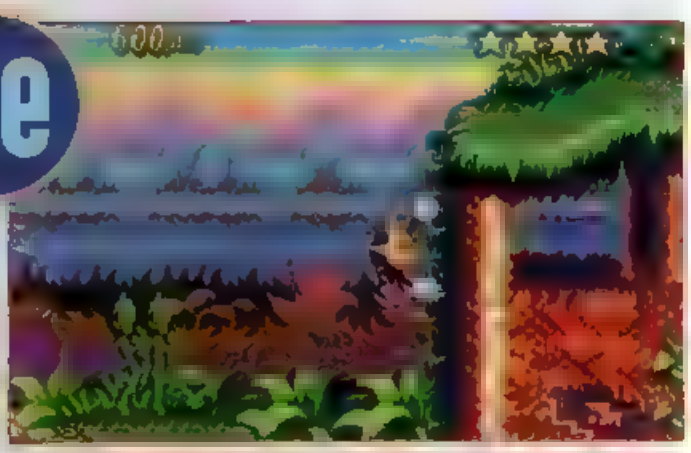
GREAT WORK CHICO TAKE THE REST OF THE YEAR OFF AND IF YOU *NEVER* COME BACK I'LL GIVE YOU A *BONUS!*


SO YOU ARE WORKING FOR ROBOTNIK!
HEY! I FIGURED WHAT YOU DIDN'T KNOW WOULDN'T HURT YOU WHICH IN YOUR CASE MEANS YOU ARE SAFE FROM PRACTICALLY EVERYTHING!
CHICO SWITCH TO COMBAT MODE
OKAY BOSS
WELL KNUCKLES IT LOOKS LIKE WE'LL HAVE TO DEAL WITH YOU IN THE OLD FASHIONED WAY
CAN I HAVE HIS TEEVEE, BOSS?


FWISSHH!
SKROOOM!
UNGHH! I'LL TAKE MORE THAN THAT CREEPS
STICK AROUND, WE HAVE PLENTY OF TIME
THUKK!
BRAKK!
KREKK!
HOLD IT! I DON'T SEE ANYTHING MOVING
GO AND TAKE A LOOK CHICO IF WE'RE LUCKY KNUCKLES WON'T BE HURT, THEN HE CAN BEAT YOU UP
THERE'S A NO NEED BOSS
IT'S ALL OVER FOR KNUCKLES!
NEXT THE CARNIVAL NIGHT ZONE – OPEN FOR BUSINESS?

NEWS Zone

Newshound: *Chris Jones.*



SEGA ON THE BOX

NEW SERVICE BEAMS GAMES TO HOMES

Currently being tested in the U.S. is the **Sega Channel**, offering American Sega owners the chance to be in at the forefront of the 'infotainment' revolution. **Sega Channel** will hopefully be available to those of us in Europe next Spring ('95) with viewers being able to subscribe via a cable TV service. It is being heralded as a breakthrough in interactive video.

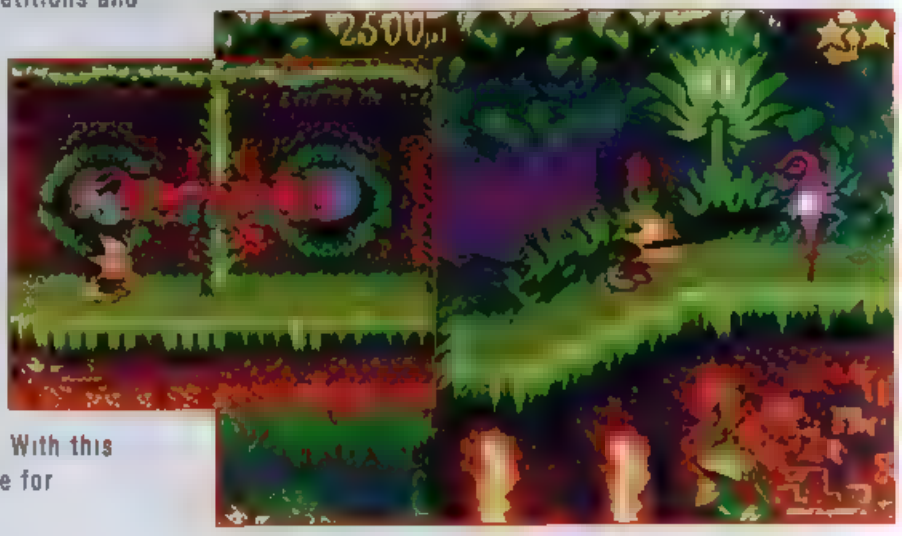
For your monthly fee the channel will provide you with access to a 24-hour Sega TV world. News of upcoming games, gameplay tips, Sega competitions and special promotions will all be available to you. Best of all, subscribers will be given a special adaptor cartridge which plugs into your Mega Drive, thus allowing the viewer to select and download a variety of complete games to play on. It will also be possible to test out certain screens from preview games

Fifty different titles a month will appear with new ones popping up all the time. All this, plus loads more special **Sega Channel** games not available in the shops will be buzzing onto your Mega Drive. With this much Sega on the box will there ever be time for *Neighbours* again?

BIRTH OF A STAR

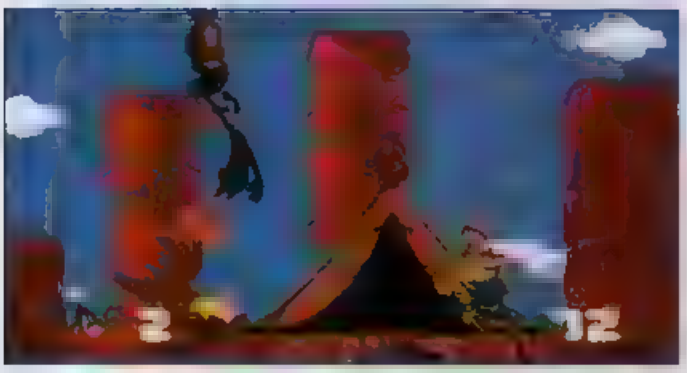
Watch out Sonic, **Ristar** is coming! Sega are launching a new character in a funky platform game due out at the end of January. Insiders at the company say he will become just as cool and trendy as the infamous blue spiky one (wanna bet? - Megadroid). **Ristar**, the star-headed hero, has to battle his way across many levels to confront the evil tyrant 'Greedy' who has enslaved his planet's people and captured his dad!

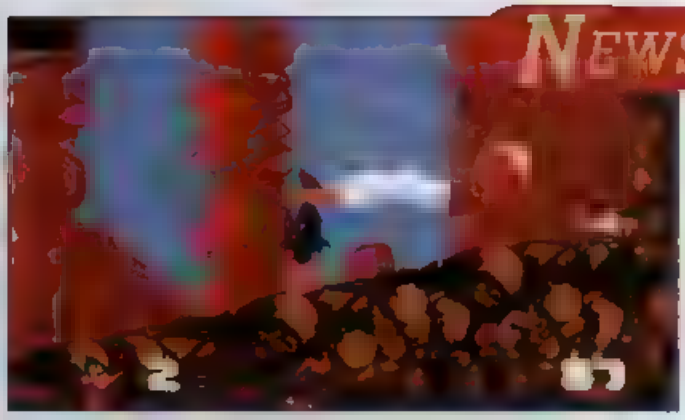
However, with Sonic, Tails and that red-dreaded one Knuckles to compete with, **Ristar** had better have some good moves and great action to throw our way



DAFFY DOES TINSELTOWN

LOONEY TIMES AHEAD FOR HOLLYWOOD





Sega's **Daffy Duck in Hollywood** is a mid-January release that has Daffy as a super-hero/private investigator who is hired by that other rootin' tootin' Warner Brothers character, Yosemite Sam. In the game, Yosemite Sam is a Hollywood movie director who has had his 12 Golden Cartoon World Movie Awards stolen by the Mad Professor Duckbra'n.

Sam can either pay the ransom or get Daffy to investigate. In true super-hero fashion, Daffy calls upon his powers to save the day. Each level is set against the backdrop of a Hollywood movie that spoofs a real movie. So Daffy, armed with his trusted bubble gun as a weapon, must do battle with the Professor's nasty henchmen. If Daffy cannot re-capture all of the 12 awards Yosemite Sam won't be pleased! Price to be announced later. "Th..Th..Th.. That's all Folks!"

SHORT BURSTS

INTERPLAY FUN

Mega Drive games are back to their cliché with Interplay's fun new releases. If you thought Boogerman, the hilarious pick-and-flick platform game (out just before Christmas) was just everyday clean, green, fun then stand by for **Clayfighter**.

Clayfighter is a wacky combat action game for one or two players. It is packed with crazy characters who are all ready to fight you until your clay body is splattered off the screen. Watch out for 'Blue Suede Goo' an Elvis impersonator whose greasy quiff is his greatest weapon, or 'Bad Mr Frosty' the snowman who lobs lethal snowballs at you.

The game is extremely funny as well as challenging. So get down to the Rockstore and Play Interplay's fun the Clayfighter club.

TO THE POWER OF III

Holy sequel! **Road Rash III** is about to hit the streets. The Electronic Arts game is set to cost Mega Drive owners £44.99 for the chance to own a vastly improved sequel. Using sprites transferred over from a 3DO version, **ROAD RASH III** is going international with races and rashing (i.e.: making the other riders chew concrete) taking place on Kenyan dirt tracks and Japanese highways.

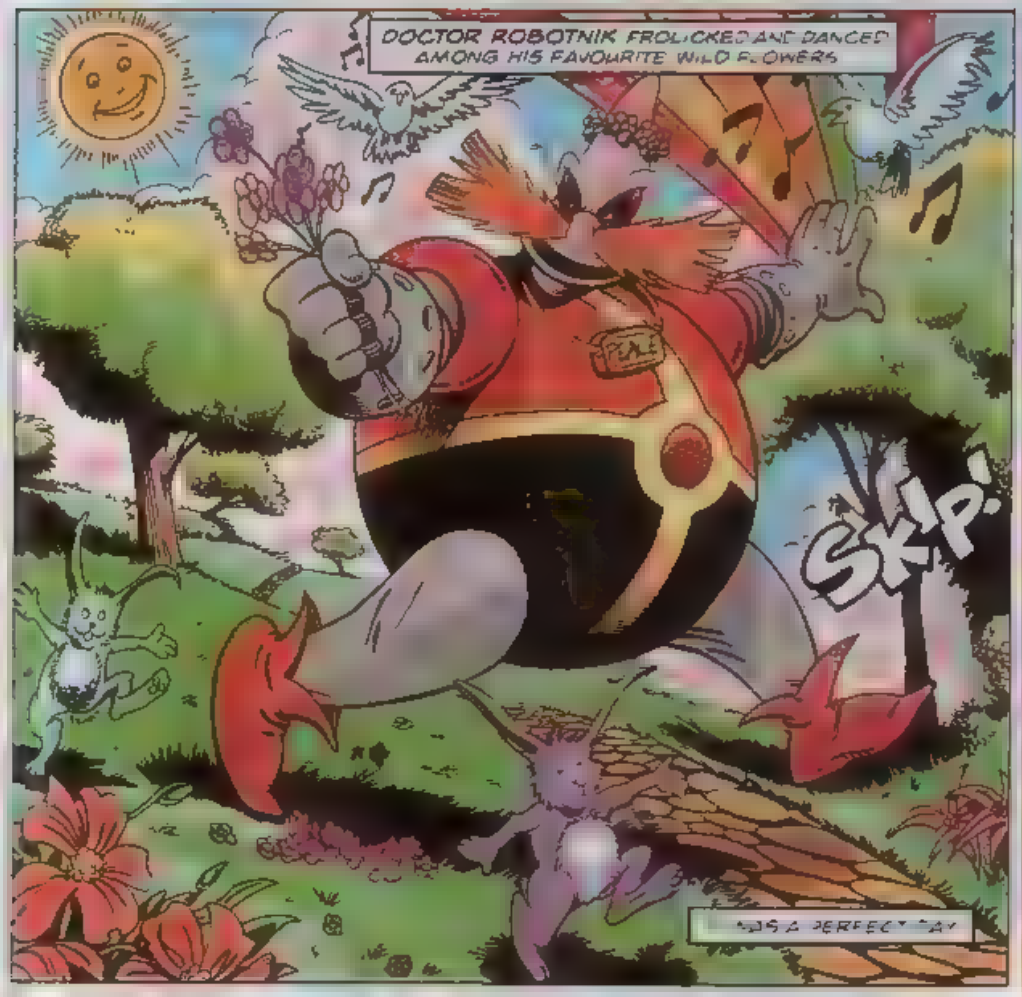
The same fast and vicious all out lawless action takes place, but now you can be twice as mean. You can steal an opponents bike after you've knocked him off and you can even switch to the cops to eliminate a tricky foe. The same ace two-player head-to-head mode is retained for rashing between friends.

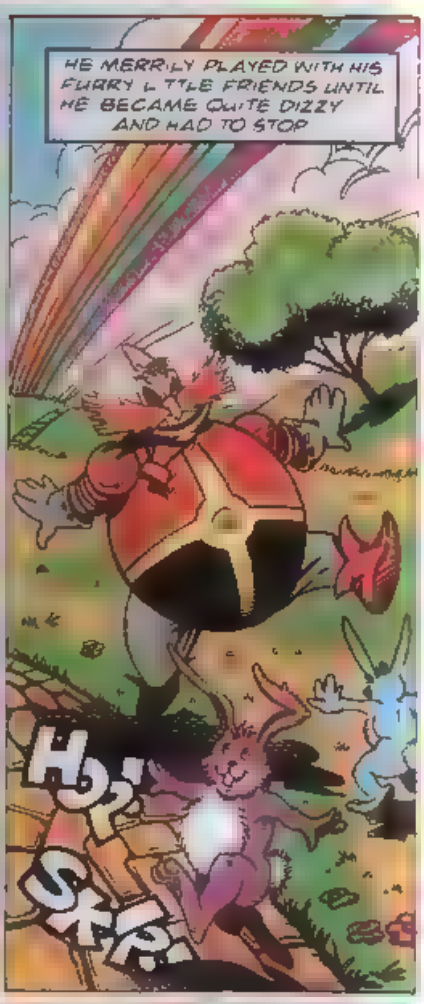
32X: THE GAMES ARE COMING

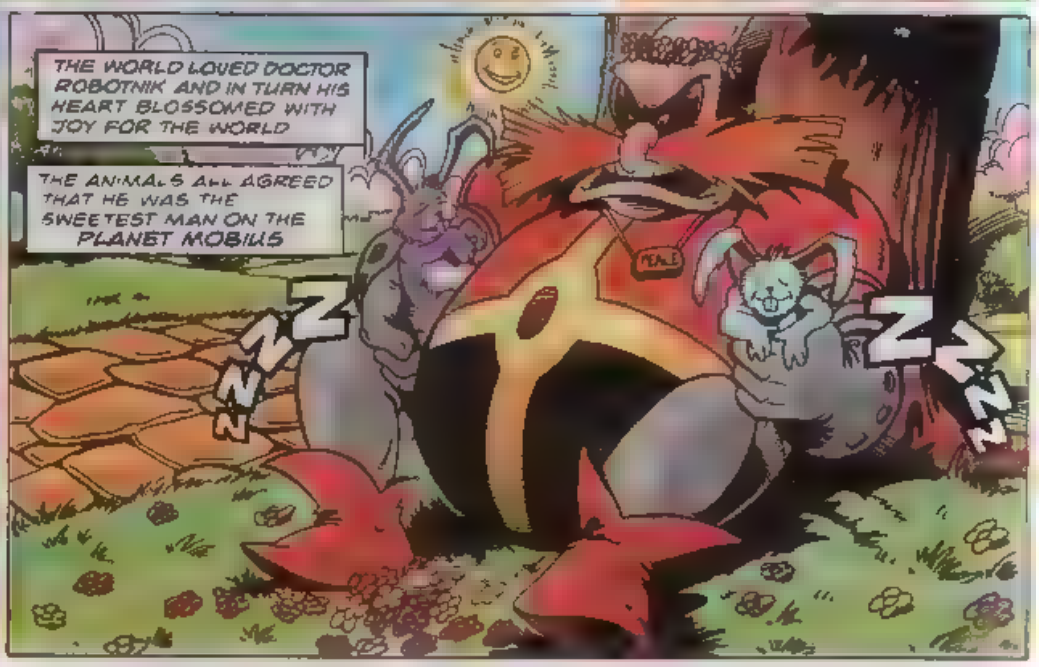
January 1995 sees some serious software hitting those shelves for Sega's new supercharged add-on, the Mega Drive 32X. Joining the **Doom**, **Virtua Racing Deluxe** and **Star Wars Arcade** titles currently available will be an ace beat 'em-up, **Cosmic Carnage**, and the old arcade shoot 'em-up **Afterburner**. Both promise 'super real' graphics with **Cosmic Carnage** looking to breathe new life into console fighting games.

DOCTOR ROBOTNIK

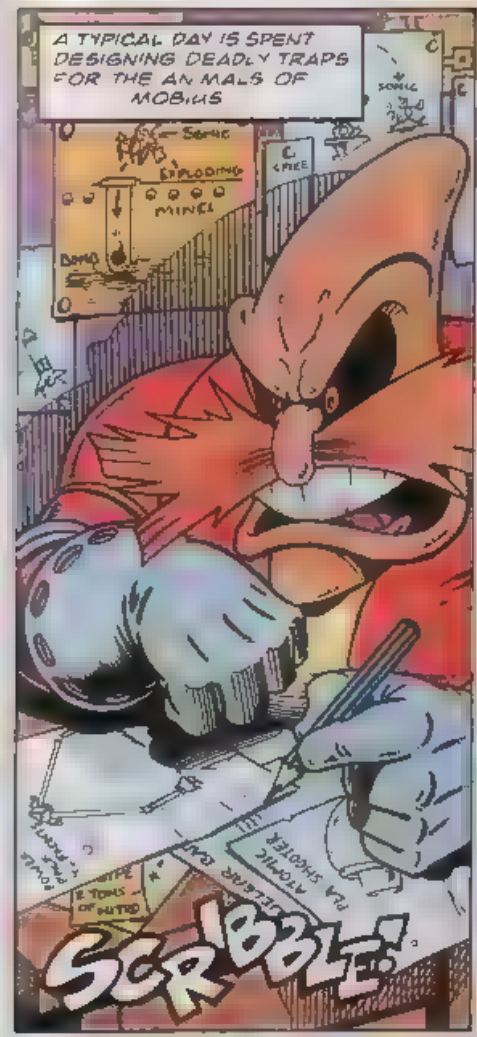
A DAY IN THE LIFE OF ROBOTNIK

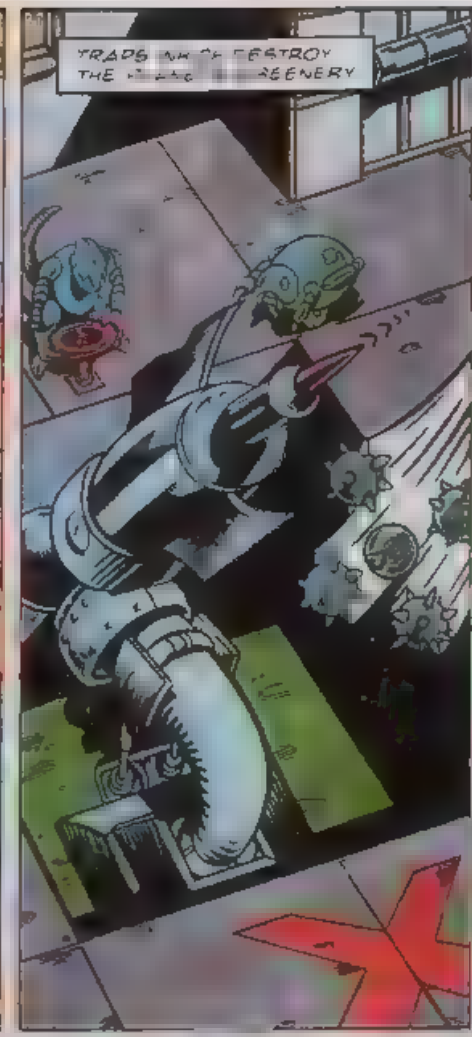


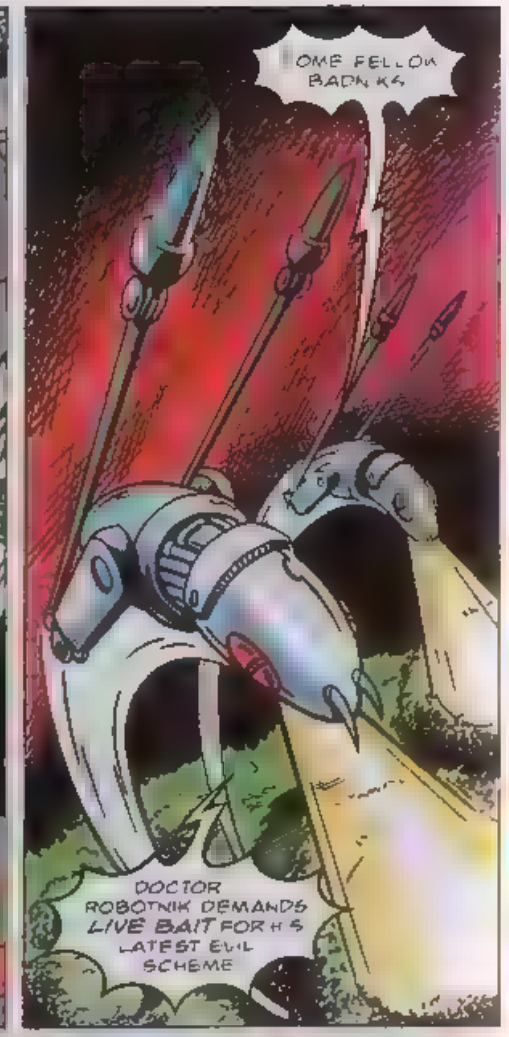


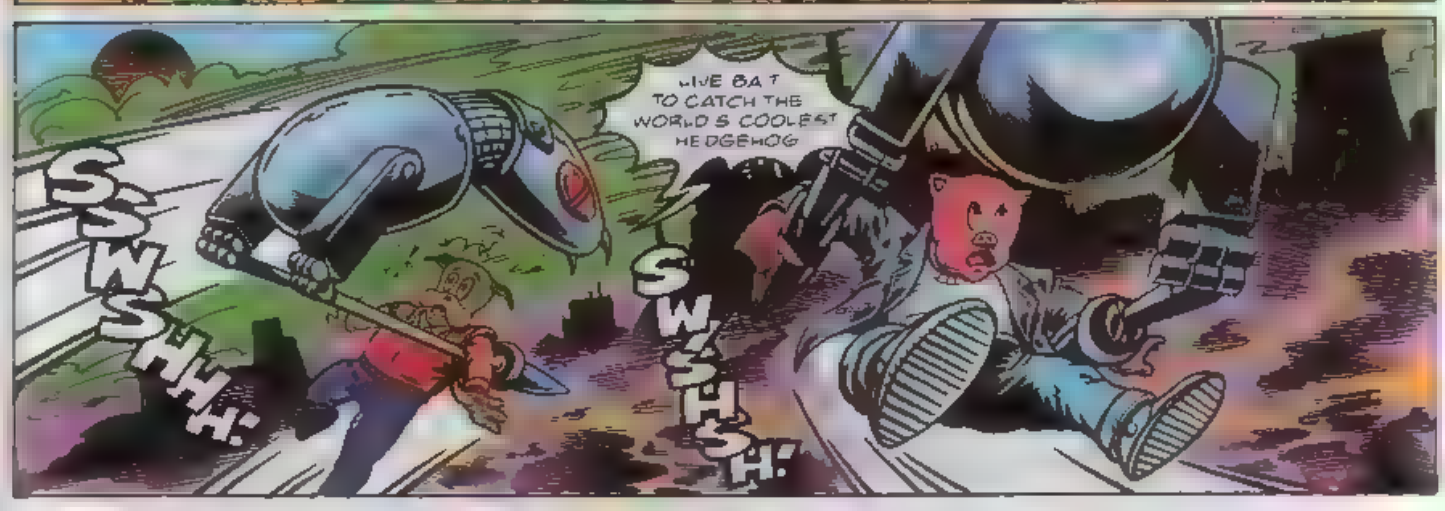


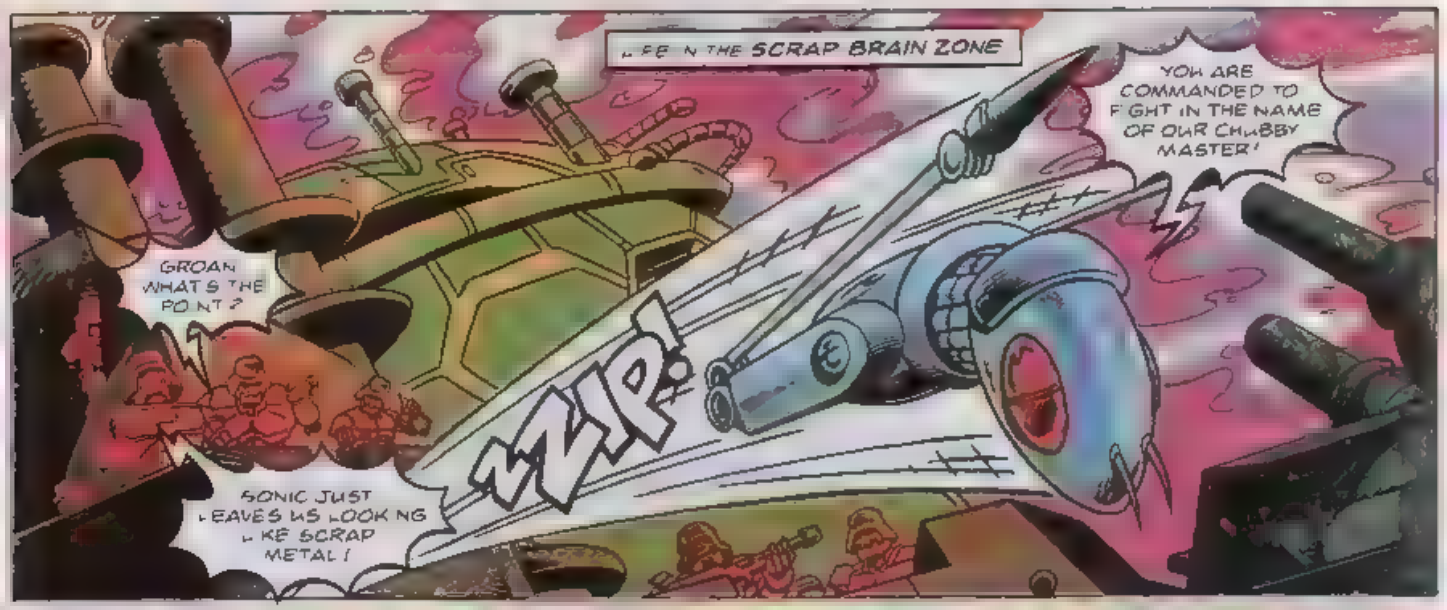
RAAARGH!
WHAT A NIGHTMARE
GOOD MORNING DOCTOR ROBOTNIK
HOW CAN I BE GOOD WHEN YOUR UGLY LITTLE FACES PUT ME OFF MY BREAKFAST GET BACK TO WORK!
WELL MOTHER ALWAYS TOLD ME TO GO TO WORK ON AN EGG
BUT ONLY ON EGGS THAT HAVE BEEN PRODUCED HUMANELY
SLURP
INTRODUCING MY ELECTRONIC BATTERY HEN
SQUAAAR

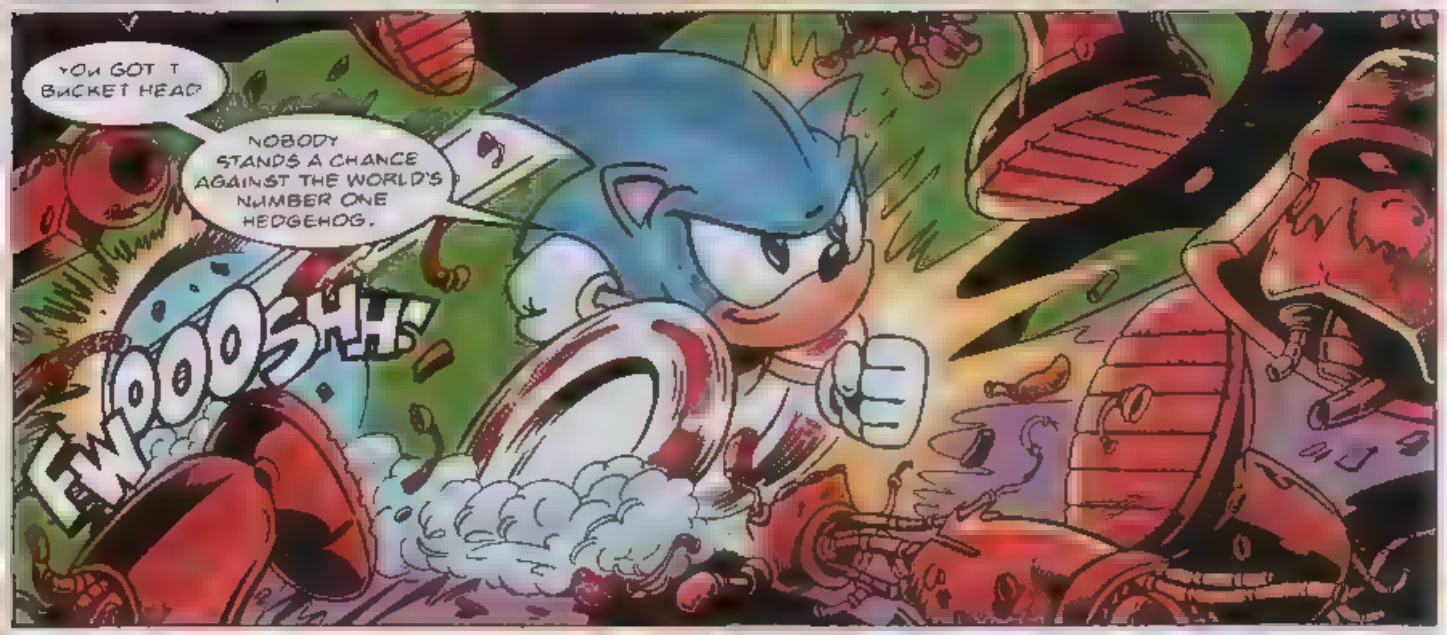

A TYPICAL DAY IS SPENT DESIGNING DEADLY TRAPS FOR THE ANIMALS OF MOBIUS
SONIC
EXPLODING MINES
SCRIBBLE!


TRAPS

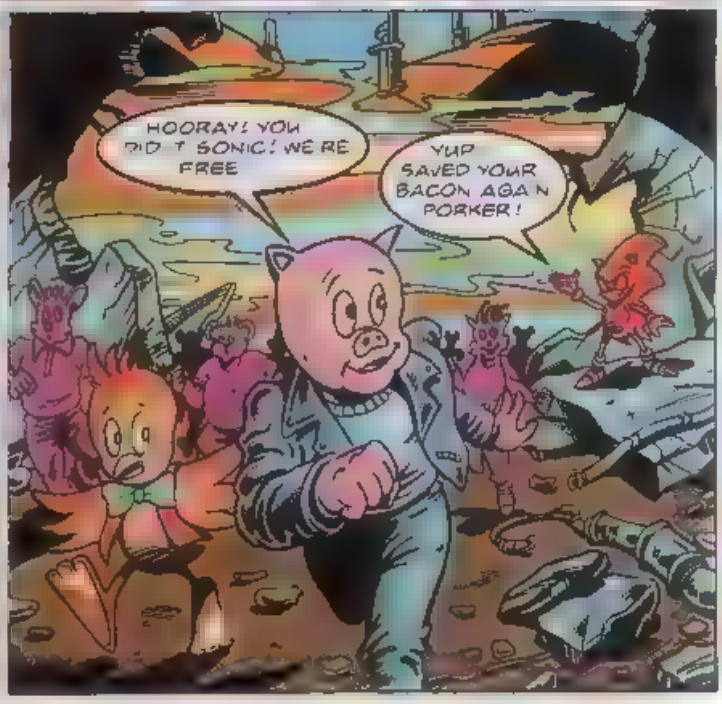

DOCTOR ROBOTNIK DEMANDS LIVE BAIT FOR HIS LATEST EVIL SCHEME

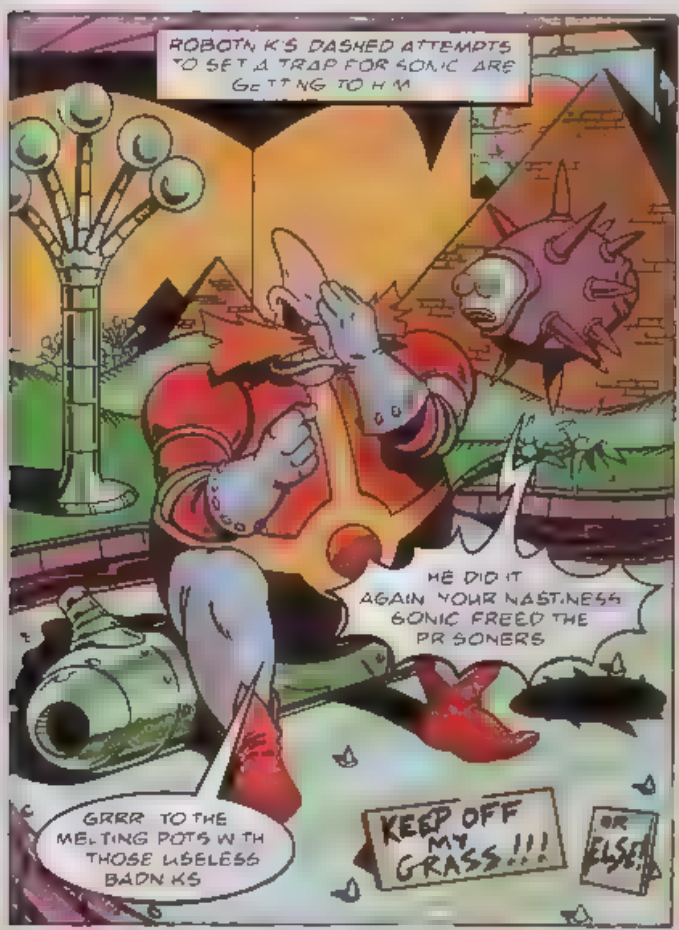

LIVE BAIT TO CATCH THE WORLD'S COOLEST HEDGEHOG
SSWSHHH!
SWISHSH!


LIFE IN THE SCRAP BRAIN ZONE
YOU ARE COMMANDED TO FIGHT IN THE NAME OF OUR CHUBBY MASTER!
GROAN WHAT'S THE POINT?
ZZIP!
SONIC JUST LEAVES US LOOKING LIKE SCRAP METAL!

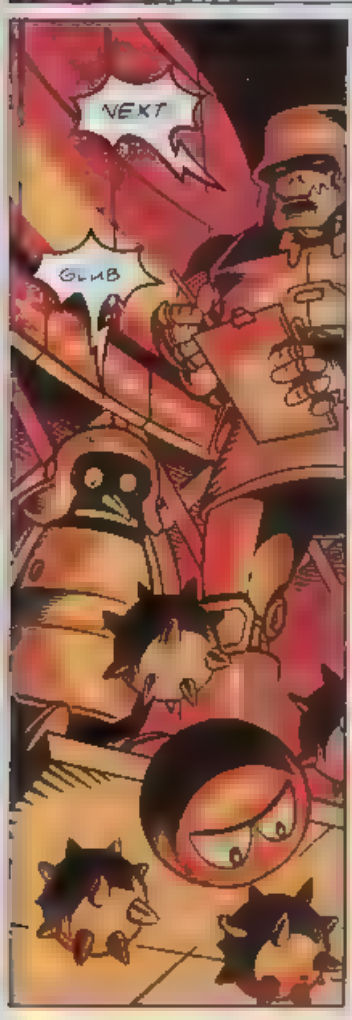

YOU GOT'T BUCKET HEAD?
NOBODY STANDS A CHANCE AGAINST THE WORLD'S NUMBER ONE HEDGEHOG.
FWOOOSHH!

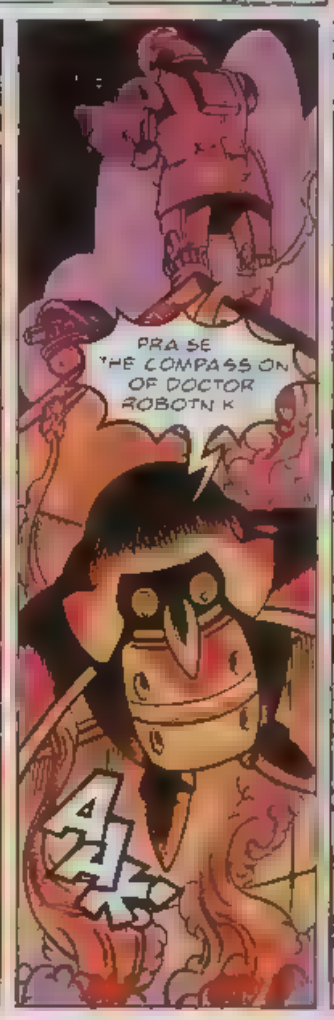
GRAB AND ATTACK EM DUDES
BOONG!
KROOMM!

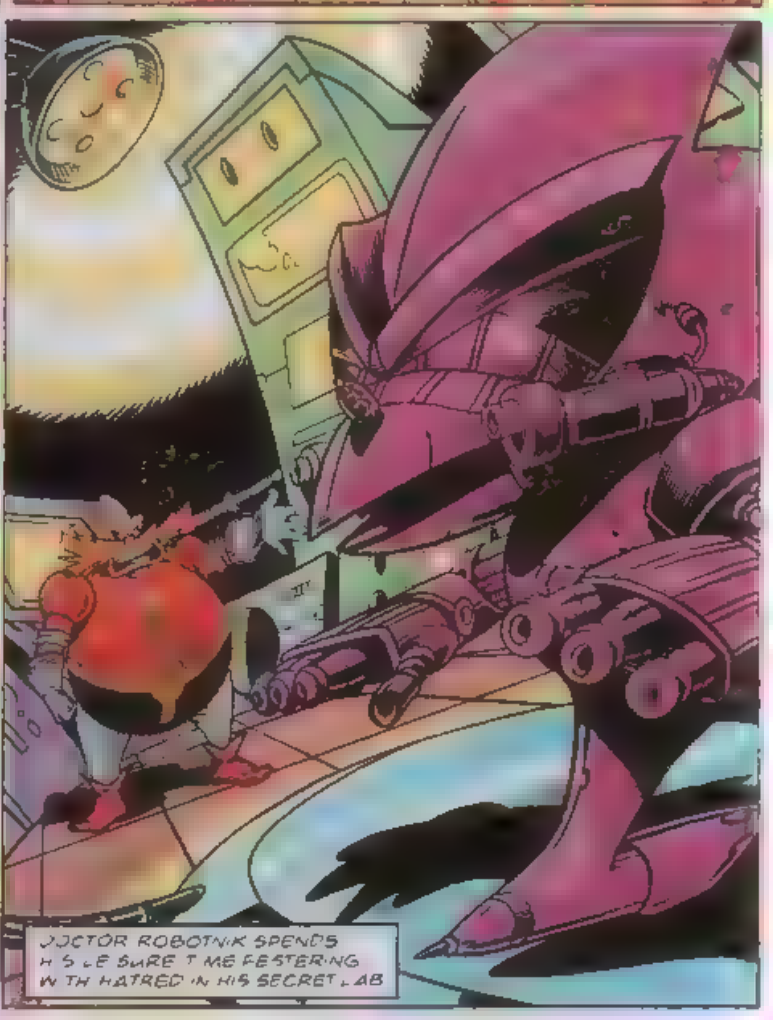

HOORAY! YOU DID IT SONIC! WE'RE FREE
YUP SAVED YOUR BACON AGAIN PORKER!

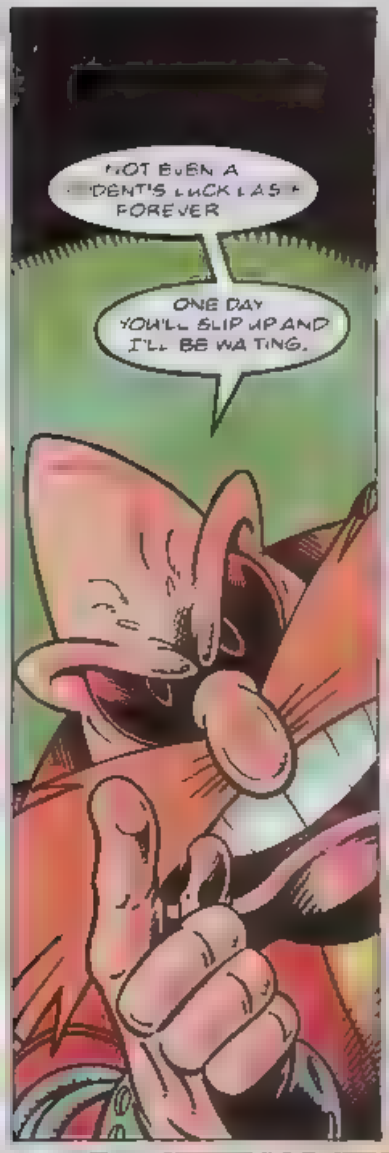

ROBOTNIK'S DASHED ATTEMPTS TO SET A TRAP FOR SONIC ARE GETTING TO HIM
HE DID IT AGAIN YOUR NASTINESS SONIC FREED THE PRISONERS
GRRR TO THE MELTING POTS WITH THOSE USELESS BADNIKS
KEEP OFF MY GRASS!!!
OR ELSE!

FAILURE RESULTS IN EXTERMINATION UNDER DOCTOR ROBOTNIK'S RULE
NEXT!
WSHHH

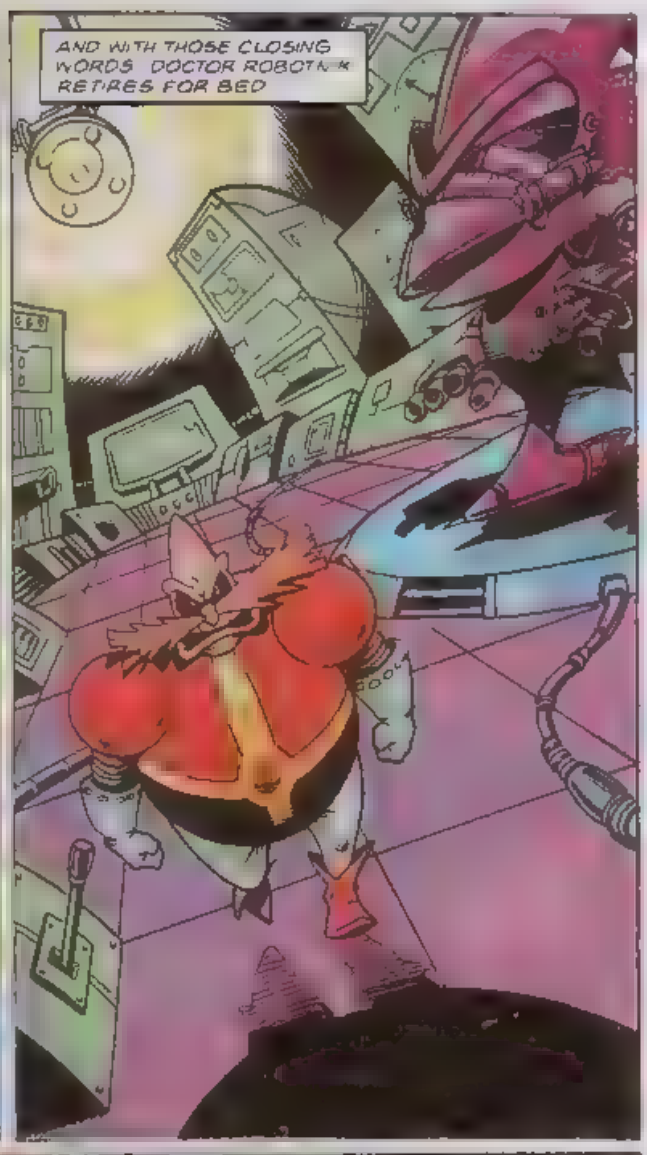

NEXT
GLUB

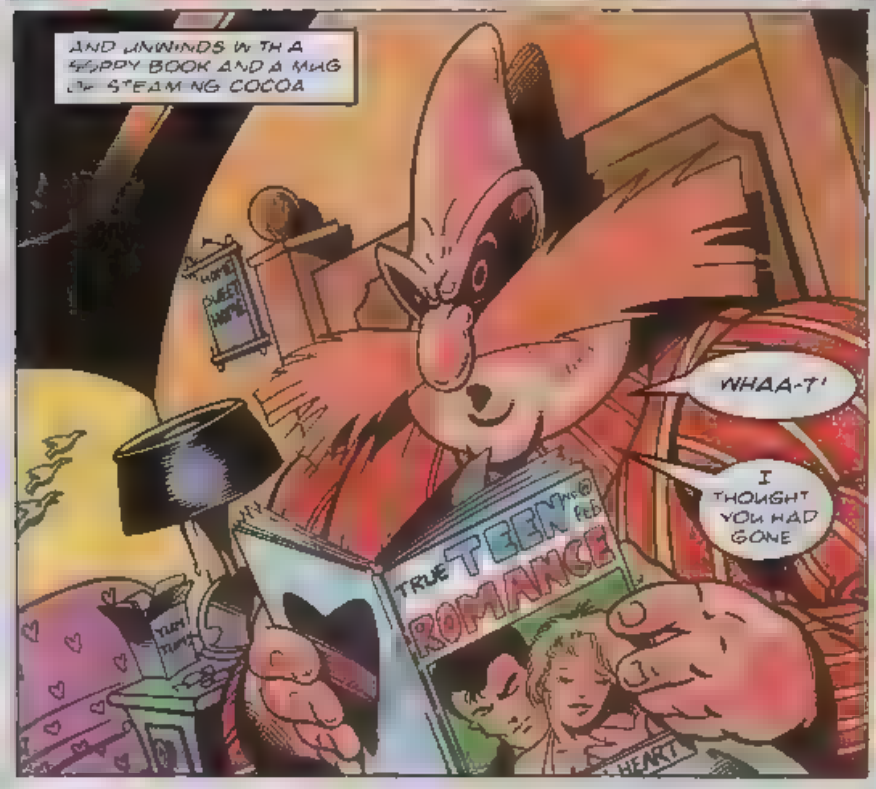

PRAISE THE COMPASSION OF DOCTOR ROBOTNIK
AAK


DOCTOR ROBOTNIK SPENDS HIS LEISURE TIME FESTERING WITH HATRED IN HIS SECRET LAB


NOT EVEN A
DENT'S LUCK LAST
FOREVER
ONE DAY
YOU'LL SLIP UP AND
I'LL BE WAITING.

YES ONE DAY
I'LL TURN YOU INTO
THE GREATEST BADNIK
OF THEM ALL


AND WITH THOSE CLOSING
WORDS DOCTOR ROBOTNIK
RETIRES FOR BED


AND UNWINDS WITH A
SCARY BOOK AND A MUG
OF STEAMING COCOA
WHAA-T!
I
THOUGHT
YOU HAD
GONE
TRUE TEEN
ROMANCE
HEART

WHAT IS THIS? COULD
THE EVIL DOCTOR HAVE
A SOFT SIDE TO HIS
CHARACTER?
OH THE
SHAME OF IT
I'LL NEVER LIVE
THIS DOWN
THE END BUT
DON'T BE FOOLED

Q Zone

JUNGLE BOOK SPECIAL Part 2

STC's regular game guru David Gibbon brings you the second and final part of this **Jungle Book** Special on the Mega Drive. It's in-depth coverage will ensure swinging success in completing this amazing game.

CHAPTER 5- BALOO AND THE RIVER

FIND 10 GEMS THEN BAGHEERA

Located three platforms above the start.

Climb about half-way up the level to find the second Gem in a branch. Continue to the top to see the third Gem in the sky. Walk left, to the end, and the fourth Gem can be found hanging in a bush from the sky.

To collect this Gem, head right and jump across to the next tree.

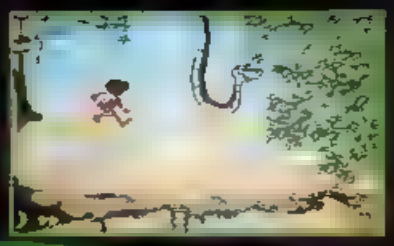
Jump right across to the next tree and climb down the vine.

Climb to the top once again and onto the next tree.

GEM 8:
Climb down the vine.

GEM 9:
Return to the top of the tree and head right using the linked vines. Collect this Gem hidden behind the top of the next tree.

GEM 10:
Drop down to the next branch.



BAGHEERA:
Bagheera is located at the very bottom-right of the level.

COMPASS:
From the start, head right. This is located on the bottom platform, just above the river.

EXTRA LIFE:
Head to the top from the start. Go right to the third tree along, then search the bushes in the sky for a hidden life.

CHAPTER 6- TREE DWELLERS

OBJECTIVE: FIND 10 GEMS, DESTROY THE WITCH DOCTOR

Once you have the Compass, follow the directions given to collect each Gem. Remember to search inside the huts and the trees to find hidden items. To transport from one hut to another, stand inside and press Up.

COMPASS:
Go right, through the trees and climb the vine.

EXTRA LIFE:
From the start, stand inside the hut and press Up. At the second hut, go left inside the tree to gain an extra life.

THE WITCH DOCTOR
Part 1 - Located at the top-right of the level. When the pitched-up Monkey's appear, stand as close to them as possible to help you avoid the fire and repeatedly throw Bananas to destroy them.

Part 2 - Stand at the extreme left or right of the screen. When a Monkey appears, fire at him until he retreats. When the ground Monkey fires, jump up to avoid being hit.

CHAPTER 7 - [illegible]

OBJECTIVE: FIND 10 GEMS, THEN BAGHEERA

Full of collapsing platforms. Hop from one to another and, using the Compass, you should have no problem finding the 10 Gems.

BAGHEERA:
Situated on the ground, [illegible]

COMPASS:
Walk right, jump [illegible] you'll see him above Mowgli's head.

CHAPTER 8 - [illegible]

OBJECTIVE: FIND 10 GEMS, DESTROY KING LOUIE

A highly dangerous level in which it's very easy to lose a life. Requires perfect timing and accurate jumping. Follow the platforms heading up until you reach the top and King Louie. Don't stand too long on a platform as it may collapse or grow deadly spikes!

COMPASS:
Head right, jumping [illegible]

KING LOUIE:
The most difficult boss in the game. When Louie is running, jump over him and stand at the extreme left or right of the screen. If he hangs from the ceiling, prepare for him to fire two Bananas at low level. Jump over them. If he fires from the ground, he'll start with a low shot but the next will be higher; just touch the jump button to miss the first, second and third bananas. The two bowling balls are easy to jump. Continue firing and Louie will eventually disappear.

CHAPTER 9 - [illegible]

OBJECTIVE: FIND 10 GEMS, THEN BAGHEERA

A fairly simple level, which is similar to Jungle By Day - but in the dark! Get the Compass and follow its directions to find the Gems.

BAGHEERA:
Located at the [illegible]

COMPASS:
Climb the vine [illegible]

CHAPTER 10 - [illegible]

FIND 10 GEMS, DESTROY SHERE KHAN

Watch out for the lethal fire and lightning bolts. Keep on the move, jump the fire and find the Gems with the aid of the Compass

Located just past the fire to the right of the starting point.

Fighting this tiger requires some quick thinking! Every time a new pillar rises up, jump onto it. When Khan fires, jump in the air to avoid being hit. Other than that - keep firing!

Hopefully, by now you should have completed **Jungle Book**. If you haven't quite managed it, then keep an eye out in a future Q Zone for a possible cheat!

1. Once you've collected the 10 Gems needed on each level, it's a good idea to try and find the remaining five. Get these, and you'll get a chance to enter the Bonus round where hundreds of collectables will be yours for the taking.

2. A Compass is a must on each level. These point to the nearest Gem, making life so much easier. The location of each one is shown in the solution.

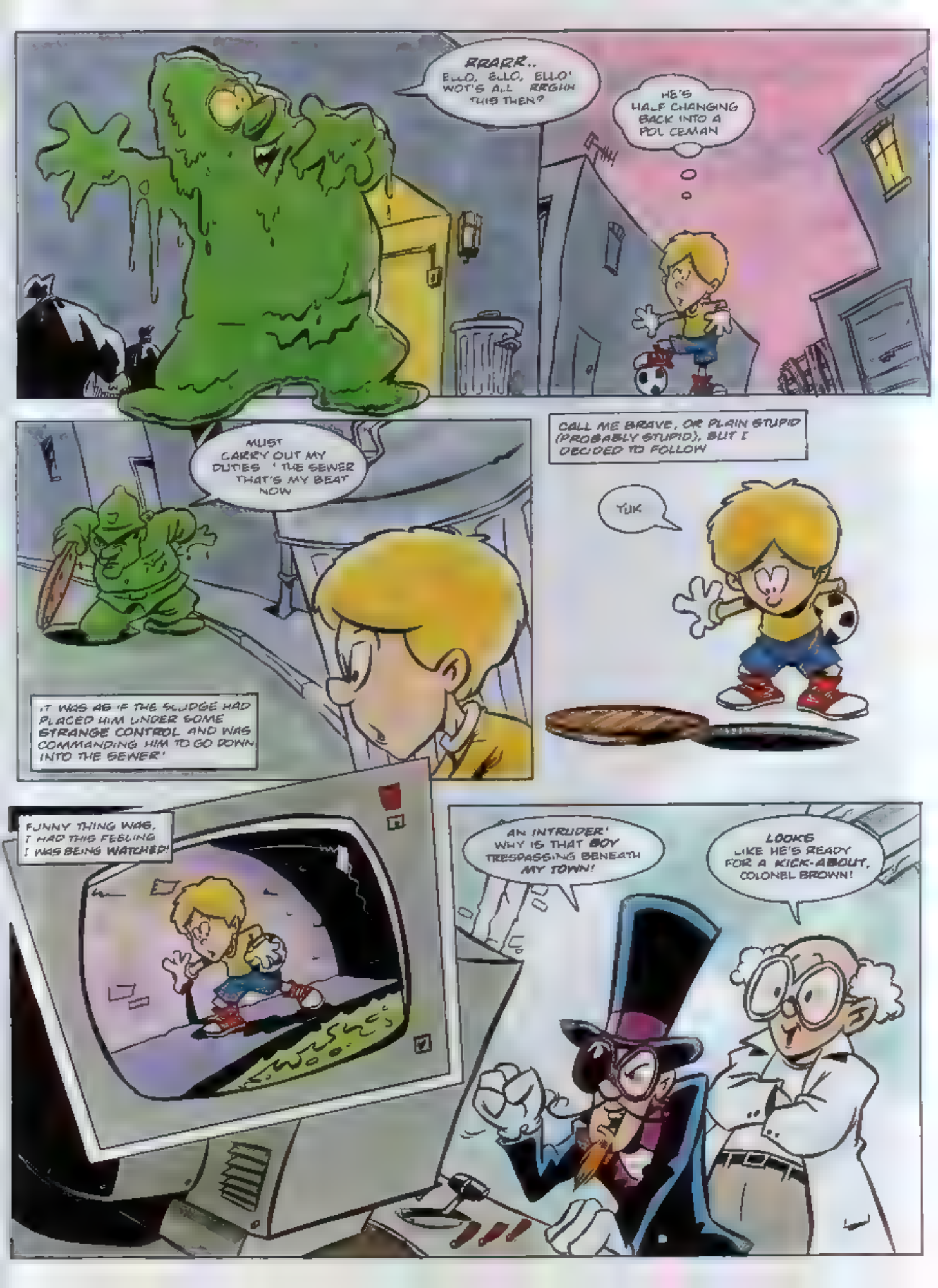
3. The Witch Doctor Masks add vital seconds of invulnerability to your armour. Try and find these on each level as they come in very handy when you're fighting King Louie and Shere Khan!

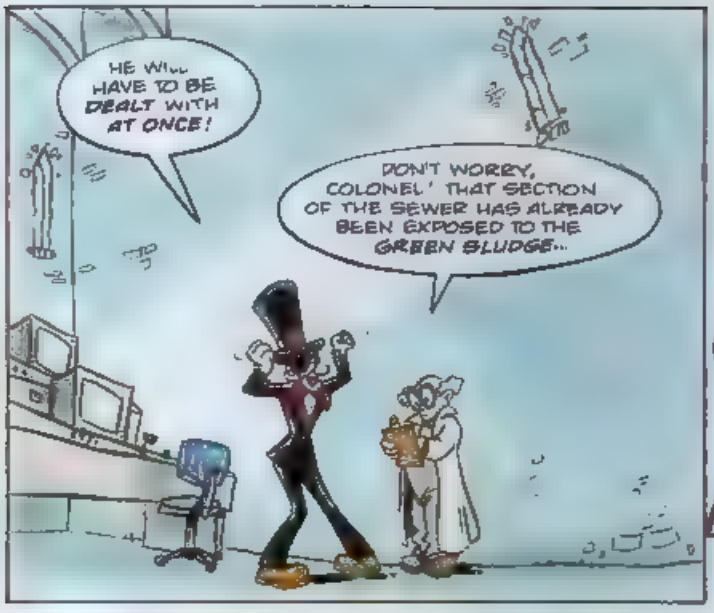
4. The Elephants sprinkled around each level, if touched by Mowgli, indicate where you'll start off if you lose a life.

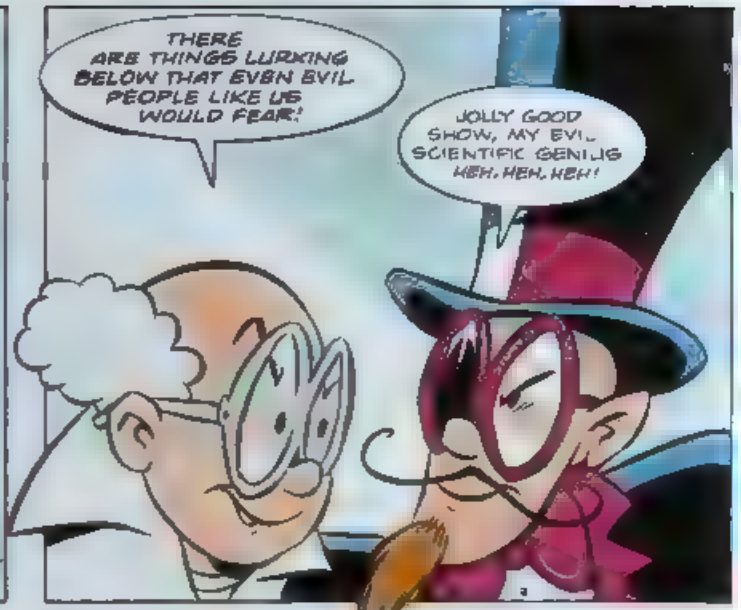
MARKO'S MAGIC FOOTBALL

Script: Lew Stringer
Art: Gary Andrews
Lettering: Elitta Fell

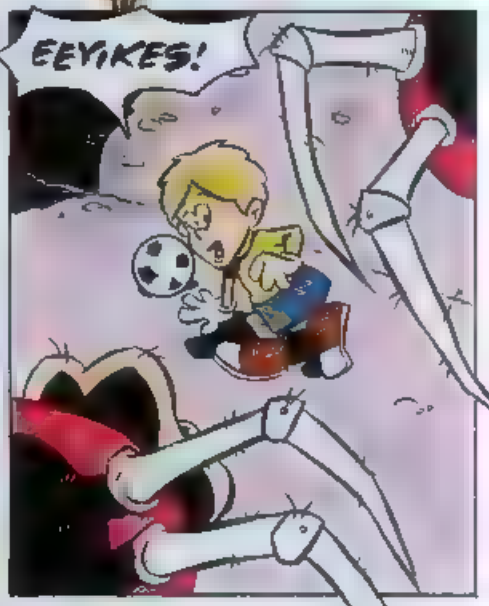
PART 2

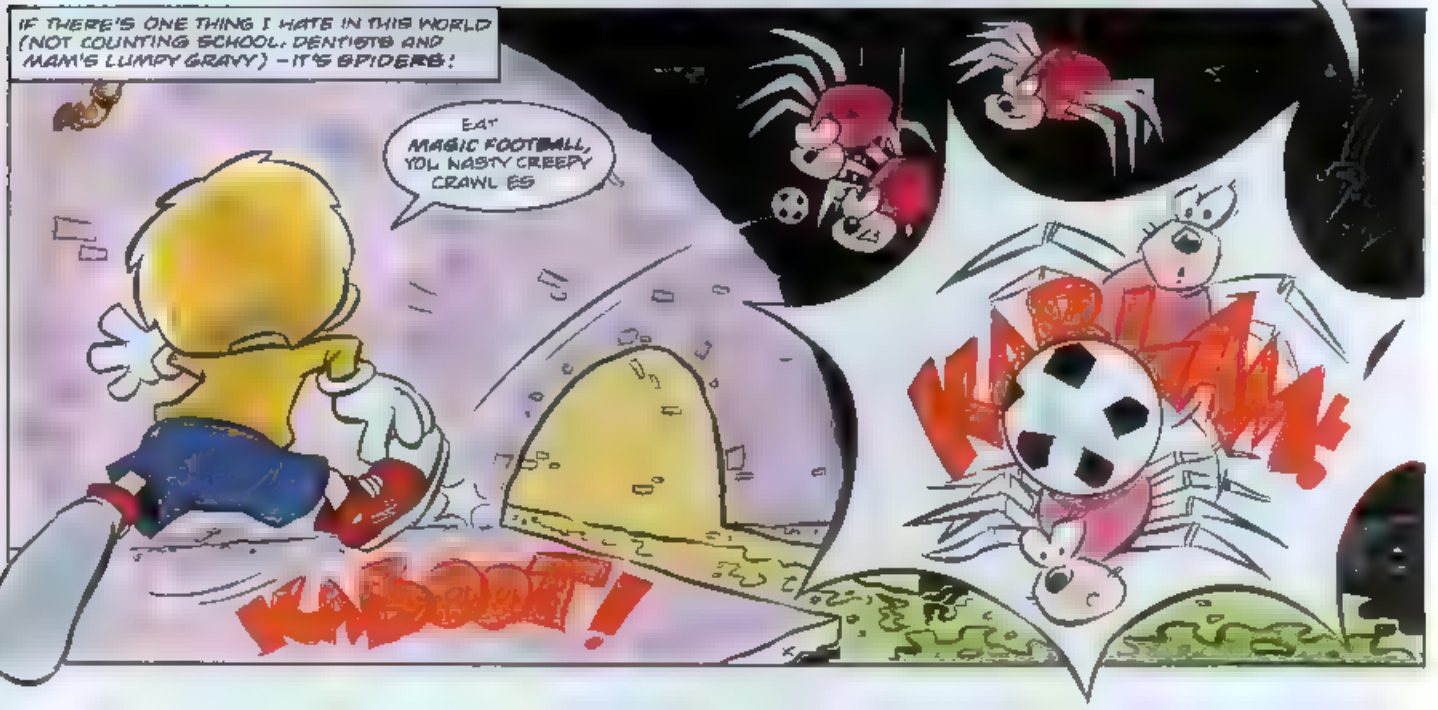

RRARR.. ELLO, ELLO, ELLO' WOT'S ALL RRGHH THIS THEN?
HE'S HALF CHANGING BACK INTO A POLICEMAN
MUST CARRY OUT MY DUTIES ' THE SEWER THAT'S MY BEAT NOW
IT WAS AS IF THE SLUDGE HAD PLACED HIM UNDER SOME STRANGE CONTROL AND WAS COMMANDING HIM TO GO DOWN INTO THE SEWER!
CALL ME BRAVE, OR PLAIN STUPID (PROBABLY STUPID), BUT I DECIDED TO FOLLOW
YUK
FUNNY THING WAS, I HAD THIS FEELING I WAS BEING WATCHED!
AN INTRUDER! WHY IS THAT BOY TRESPASSING BENEATH MY TOWN!
LOOKS LIKE HE'S READY FOR A KICK-ABOUT, COLONEL BROWN!

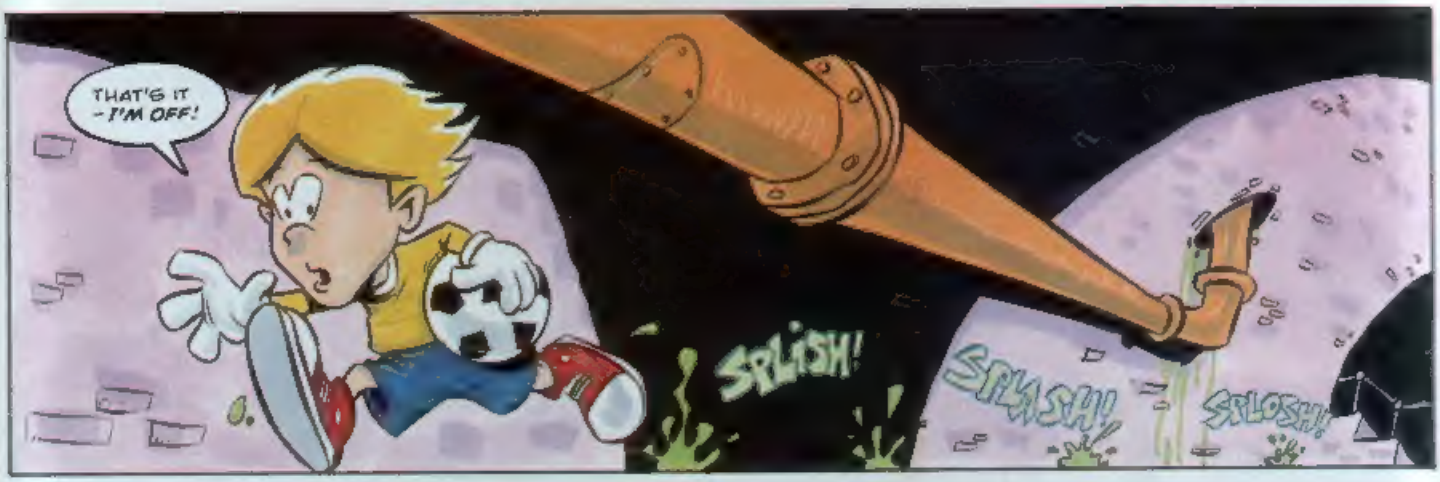

HE WILL HAVE TO BE DEALT WITH AT ONCE!
DON'T WORRY, COLONEL! THAT SECTION OF THE SEWER HAS ALREADY BEEN EXPOSED TO THE GREEN SLUDGE...

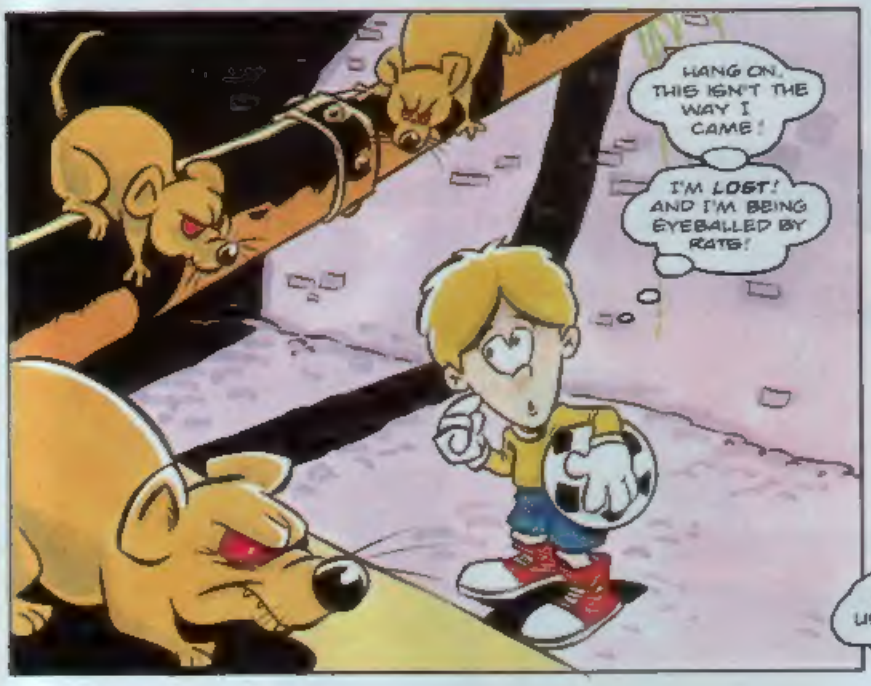

THERE ARE THINGS LURKING BELOW THAT EVEN EVIL PEOPLE LIKE US WOULD FEAR!
JOLLY GOOD SHOW, MY EVIL SCIENTIFIC GENIUS HEH, HEH, HEH!

SOMETHING BAD'S GOING DOWN IN THIS TOWN! GOTTA FIND OUT WHAT
A POLICEMAN'S LIFE IS NOT A HAPPY ONE RRRGHH.


EEYIKES!


IF THERE'S ONE THING I HATE IN THIS WORLD (NOT COUNTING SCHOOL, DENTISTS AND MAM'S LUMPY GRAVY) – IT'S SPIDERS!
EAT MAGIC FOOTBALL, YOU NASTY CREEPY CRAWLIES
KABLAM!
KAPOOT!





NEXT ISSUE: ENTER CAPTAIN SMIRK!

SPEEDLINES

Sound off to Megadroid about anything you want to do with STC, Sega or the meaning of life as we know it!

Send your letters and drawings to: Speedlines, Sonic The Comic, 25/31 Tavistock Place, London WC1H 9SU.

Write your name, address and Sega system you use (MD, MCD, MS or GG) clearly on your letter or drawing. Every one printed on this page wins a Segasational prize! Megadroid regrets that drawings cannot be returned or correspondence entered into.

Brush Off

Dear STC,

Why does Doctor Robotnik never shave off his moustache?

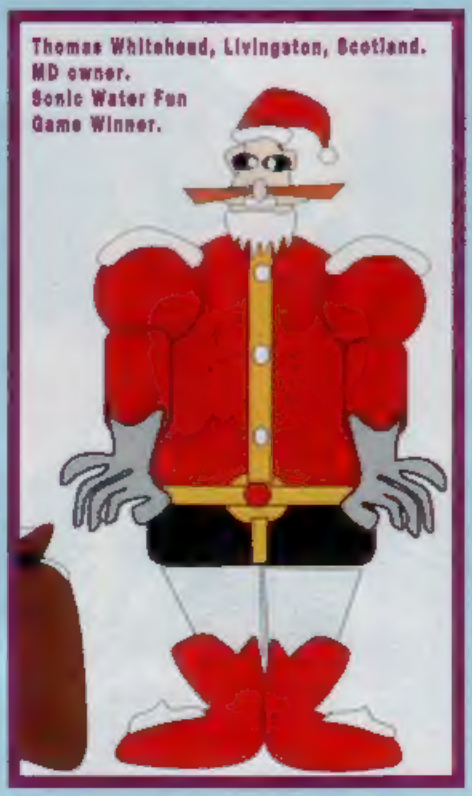
Janade Qureshi, Clywyd, N. Wales.
MS owner.
Sonic Water Fun Game Winner.

It's probably so that it irritates everyone when he kisses them, Janade. Now that's a thought ...

Kevin Bowen, Shropshire.
MD owner.
Sonic Water Fun Game Winner.

Prizes should be despatched within approximately 28 days of publication of your drawing or letter. If you haven't received your prize after that time, please contact the Tomy Care Line direct on the number listed below.

Thomas Whitehead, Livingston, Scotland.
MD owner.
Sonic Water Fun Game Winner.



Whole Lotta Knuckles

Dear Megadroid,

Please can you tell me whether STC will be doing a **Sonic & Knuckles** Special Q Zone featuring level cheats and tips?

Frankie Pitts, London. MD owner.
Please send in full address.
Sonic Water Fun Game Winner.

*Fear not Frankie, your queries will be laid to rest in the next issue. In fact you'll also be able to get game guru David Gibbon's opinion on **Sonic & Knuckles** in STC 42's Review Zone.*

Well 'Ard

Dear STC,

What has happened to Sonic's pals, Johnny Lightfoot and Porker Lewis? They used to look so cute and cuddly, but now they both wear biker jackets and look like punks!

Michael Walker, Farnborough.
MD owner.
Sonic Water Fun Game Winner.

Micky, are you suggesting that no self-respecting 'Freedom Fighter' should be seen without an (gulp!) anorak?

Get in Print + Win a Prize!

It's true! Every letter and drawing printed on this page wins a Segasational prize! One of these fabulous **Tomy Sonic The Hedgehog Water Fun Games** can be yours. Fill it with water and pump the button to see if you can help Sonic catch all the power rings. It's challenging, it's portable, it's fun and it's wet!

The **Sonic Water Fun Game** is just part of a range of megaticious Sonic products from Tomy which can be bought at toy shops and department stores. If you have problems finding a stockist in your area phone the Tomy Care Line on 0703 872287.

NEXT ISSUE...

BLAST OFF!

STC RETURNS TO 32 ACTION-PACKED PAGES!

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DATA STRIP

Fill in & send to:
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London WC1H 9SU

WHO ARE YOU?

Tell us your name, age & address.

NAME.....

ADDRESS.....

.....

.....

.....AGE.....

HOT-SHOTS ONLY!

Enter your high score or achievement here!

GAME.....

SCORE/ACHIEVEMENT

.....

.....

SYSTEM:- (please tick)

MD ☐ MS ☐ GG ☐ MCD ☐

GAME INTO STRIP

What SEGA game would you like to see as a STC strip in the future?

I THINK.....

.....

would make a great comic strip in STC

MEGA HITS THIS ISSUE!

List your three favourite stories in this issue in order of preference

1.....

2.....

3.....

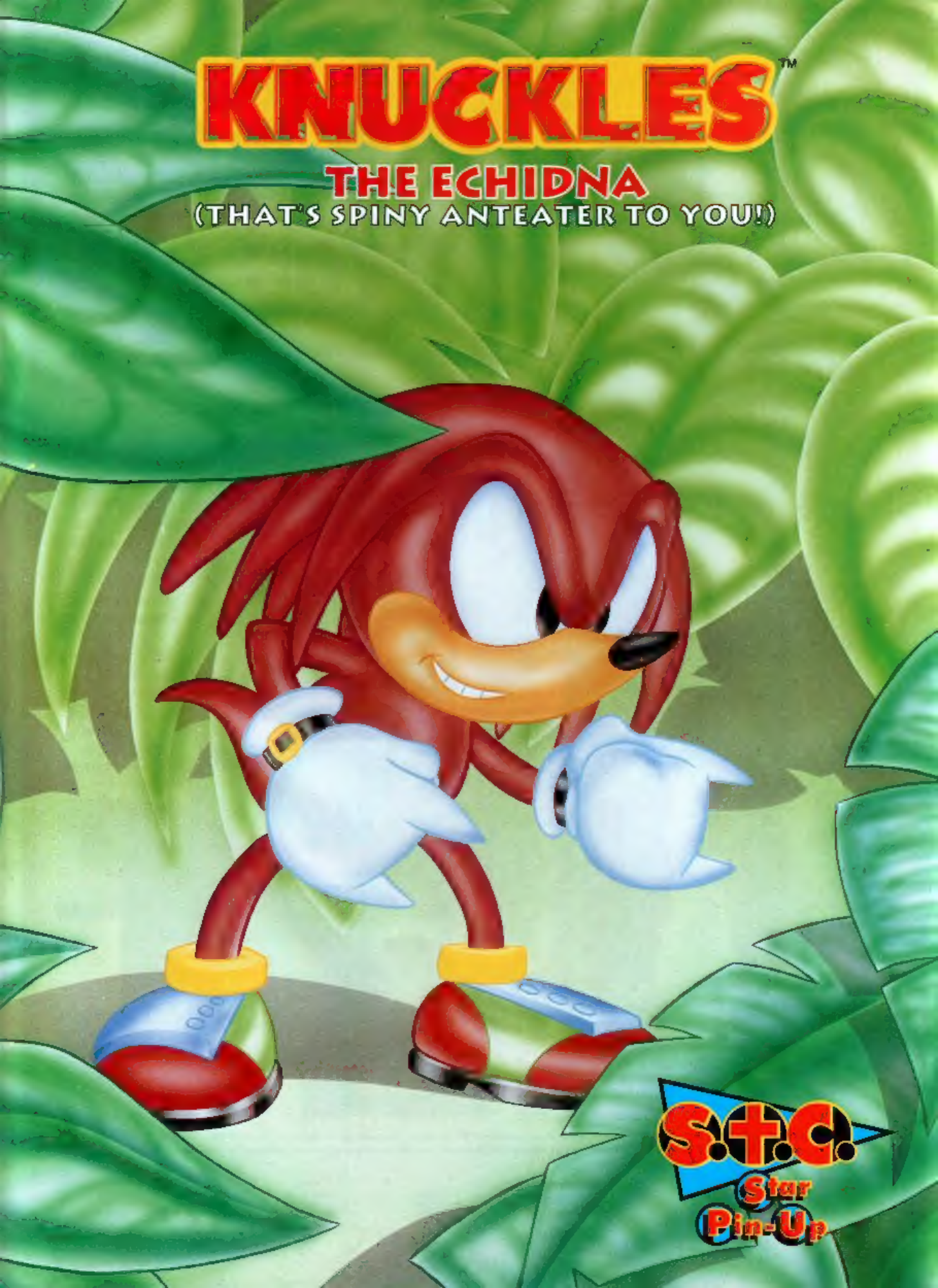
HOW DO YOU RATE ISSUE 42 OF STC?

☐ %

KNUCKLES™

THE ECHIDNA

(THAT'S SPINY ANTEATER TO YOU!)



S.T.C. Star Pin-Up